

The Society for Creative Anachronism

A.S. LV33



雪鷹

CONTENTS

Legal Disclaimers	2
Pennsic Cannon Schedule	3
Royal Welcome	4-5
Pennsic Staff	6-7
Letter from the Mayor	8
Rules & Policies	8-15
Handbook for Pennsic Land Agents.....	15-21
Event Resources	21-29
Troll	21-22
First Aid Point	22-23
Disability Services.....	24-26
Volunteering at Pennsic.....	26
Newcomers' Activities.....	26-27
Family Point	27-29
Herald's Point.....	29
Pennsic Information Services.....	30-31
Event Safety	31-33
Marshalling Conventions for Pennsic L.....	34-71
ARMORED COMBAT	35-38
COMBAT ARCHERY	38-40
SEIGE COMBAT	40-42
RAPIER COMBAT	42-46
THROWN WEAPONS	46
TARGET ARCHERY	47-48
YOUTH COMBAT	48-50

LEGALS

Bullying Policy

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying, or retaliation, or if you become aware of anyone being harassed or bullied, contact a senechal, President of the SCA, or your Kingdom's Board Ombusman.

Art

Cover art for the Event Guide was drawn by Albert Huang, (Kinsman Xuei Ying)

Statement of Ownership

This is the *Pennsic War Book*, a publication of the Society for Creative Anachronism, Inc. *Pennsic War Book* is available from Tim White, tim.white614@gmail.com. This publication is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate SCA policies. © Copyright 2023, Society for Creative Anachronism, Inc. For information on reprinting and artwork from this publication, please contact Tim White, tim.white614@gmail.com, who will assist you in contacting the original creator of the piece. Please respect the legal rights of our contributors.

War Scenarios and Tournaments	50-71
Allied Champions Battle	52-53
Unbelted Champions	53
Belted Champions	53
Rapier Melee Champions	55
Heroic Champions Armored and Rapier	55
Armored Bridge Battle	55-56
Rapier Crossroads Battle	56-57
Armored Woods Battle.....	58-59
Rapier Woods Battle.....	59
Armored Alternate Battle	59-60
Rapier Alternate Battle	60
Thrown Weapons Champions	61
Archery Champions Shoot.....	61-62
Armored Field Battle.....	62
Rapier Field Battles	62
Combat Archery & Siege Battles	63-64
Arts & Sciences Champions	64-68
Battle of the River Seine.....	69-70
POPULACE Competitions.....	70-71
Service Challenge.....	71
Cultural Affairs	71-83
Period Games	72
Pennsic Performing Arts.....	72-76-78
Pennsic Map	74-75
Known World Choirs.....	78
Middle Eastern Art & Dance	80
Arts & Sciences Display	80
Performing Arts Calendar.....	82-83
Event and University Schedules.....	84-143
University Course Guide	144-186

Saturday, August 6

Training		shots: as needed
Opening Ceremonies	12:00 noon	1 shot

Sunday, August 7

Rolling Party

Monday, August 8

Armored Town Battle - Timed	10:00 am	2 shots
Pirate Battle - Timed/Last Man	2:00 pm	4 shots

Tuesday, August 9

Armored Woods Battle - Timed	10:00 am	2 shots
Rapier Woods Battle - Timed	2:00 pm	2 shots

Wednesday, August 10

None Planned

Thursday, August 11

Armored Bridge Battle - Last Man	10:00 am	10 shots
Rapier Town Battle – Timed	2:00 pm	

A Royal Welcome

“Pennsic is still the most magical place in the world. We are not playing at being there.

We are there. I swear that when the thunder rumbles and the lightning creases the sky, one can feel the Old Gods come to view our battles.” – Master Feral von Halstern

Welcome to Pennsic 50. It is Our great privilege to be a part of this wonderful anniversary celebration.

With joy and excitement, We greet the coming weeks and the opportunity to reconnect with old friends as well as forge new relationships. We look forward to seeing you all on the battlefields and in classes, in the dance hall and around the campfire, on the range or the list, or just meandering through the marketplace.

Putting so many wonderful and varied activities in the magical place we call Pennsic takes countless hours from staff and volunteers. Those who contribute to this effort have Our deep gratitude. Please consider giving of your time in whatever manner you see fit, be it at Troll or the Watch, or just helping a neighbor to set up or carry their new goods back to camp. It is only with a collective effort that our dream continues moving forward.

The 50th Pennsic War will begin with Opening Ceremonies on Saturday evening. As we face Our friends of the Midrealm in fierce competition, please join us in thanking Our hosts of Sylvan Æthelmearc. With the combined efforts of all of Our populace, I am certain that it will be a week of fun, spirited competition and epic word fame. Let us all remember that we are one family, regardless of Kingdom.

Fight well. Shop fiercely. Make great art. Hone your aim. Above all, enjoy yourselves and the spirit of celebration that surrounds one-half century of this unique event.

In Service to the Dream,

Brennan Ardri and Caoilfhionn Ardriagan



Unto the Populace of the Known World, Greetings from Andreas and Kallista, King and Queen of Sylvan Æthelmearc,

We extend to you a heartfelt welcome to our Sylvan lands as we gather for the 50th Great Pennsic War. This is indeed a historic milestone for Pennsic as well as the Society as we emerge from the dark years of the pandemic. Many gracious folk have been working tirelessly to ensure that as our cousins from the East Kingdom and Midrealm come to clash on our venerated fields, we will embrace the time-honored tradition of competing as annual enemies and eternal friends. It is our hope that everyone, whether you’ve been to many Pennsics or if this is your first, that you have an opportunity to do the things you love or even find new joy or inspiration. Please remember to take care of yourselves and those around you. Treasure the time spent with old friends and look for opportunities to make new ones.

In Service To The Dream,

King Andreas and Queen Kallista



Greetings to all,

We, King Louis and Queen Sadb of the Midrealm, extend a heartfelt welcome to each of you on this momentous occasion, Pennsic 50! As We stand here today, We are filled with excitement and anticipation, knowing this gathering will be a celebration like no other. We have spared no effort in collaboration with the Royalty of the Known World and the exceptional Pennsic Staff to ensure that your experience is nothing short of extraordinary.

For those who have joined Us before, We hope that this Pennsic surpasses all your previous ones, becoming an indelible memory in your hearts. And to those attending for the first time, We extend Our warmest embrace, welcoming you to Our beloved home away from home.

Pennsic 50 brings with it an abundance of activities, battles, and camaraderie that define our Society. We invite you to immerse yourself in the spirit of this grand event and partake in the numerous activities available - classes, entertainment, parties and celebrations, armored and rapier combat, Archery and Thrown Weapons and A&S. Our commitment is to ensure all battles are fair, fun and safe for everyone.

Amidst the excitement of the battles and the merriment, let us not forget the true essence of our Society—the virtues we hold dear. As you engage with fellow members, remember to embody courtesy, kindness, and love in your every interaction. For it is through these virtues that we build a stronger, more vibrant community—a community that extends far beyond the boundaries of Pennsic.

As we embark on this extraordinary Pennsic together, may the spirit of chivalry guide our actions, the fires of creativity inspire our endeavors, and the love for our shared traditions unite us as one. Our hope is that each and every one of you finds immense joy, camaraderie, and personal fulfillment during this grand event.

In Service to the Dream,

King Louis and Queen Sadb of the Midrealm



"Annual Enemies, Eternal Friends"

PENNSIC XLIX STAFF

Mayor of Pennsic 50 – Baron Manuel de La Rosa y Botella de Mirguela (OP)

War Administration

Executive Assistant to Mayor – Duchess Rusti
Royal Liaison – Duchess Thorkatla Herjolfsdottir (OL, OP)
Emergency Deputy Mayor – Baron Tree of the Forest (OP)
Morale Officer – Baroness Creatura Christi of Oaks
War Herald – Signora Beatrice Domenica della Campana
Special Projects Coordinator Pennsic 50 – Duchess Elizabeth von Kulmbach (OL, OP)
Young Adult Internship Program Coordinator – Lady Nasira al-Zarqa bint Ivaz
Mayor for Pennsic 51 – Baron Estgar æt Hrofeceastre (OL, OP, KSCA)

Bureau of Finance

Pennsic Exchequer – Boiarynia Katalena Ivaniaia zhena Shishova (OP)
Deputy Exchequer – The Honorable Lady Alays de la Salle
Quartermaster – The Honorable Lord Torin Ironbow
Chief Purser – Lady Sandy of the Horde
Senior Forager – Baroness Kathryne Sommerfeldt
Clerk of the Pells – Mistress Rowena of Avalon (OL, OP)

Cultural Affairs

Deputy Mayor – Dame Helena Sibylla (OP)
Assistant Deputy Mayor – Baroness Katerina McGilledoroughe
Arts & Sciences Display Coordinator – Lady Adele Lochlane
Deputy Arts & Sciences Display Coordinator – Mistress Beatriz Aluares de la Oya (OL)
Great Hall & Runestone Field Scheduler – Baroness Hannah Schreiber (OL, OP)
Family Point Coordinator – Mestresse Leonete D'Angely
Deputy Family Point Coordinator – Viscountess Sefa Hrafnisdottir (OP)
Family Point Assistant Coordinators – Lady Arnora Ketilsdottir
Family Point Assistant Coordinators – Lady Martha bean ui Bradaigh
Family Point Assistant Coordinators – Lord Draven Hastings
Family Point Assistant Coordinators – Lord Dyrke Hastings
Family Point Assistant Coordinators – Wynflaed æt Hamtunscir
Family Activities Evening Coordinator – Lady Cecily Graham de Inveresk
Bardic Symposium Provost – Master Cerian Cantwr
Assistant Bardic Symposium Provost – Mistress Aibhilin inghean Daibhidh
Bardic Track Coordinator – Abigail Whitslow
Dean of the Pennsic School of European Dance – Master Gregory Blount
Deputy Dean of the Pennsic School of European Dance – Lady Sonya Flicker
Music Coordinator – Master Avatar of Catsprey
Dean of the School of Middle Eastern Arts – Mistress Kis Maria (Mika)
Dean of the School of Games – Lord Aldred æt Aclum
Dean of the College of Performing Arts – Lady Scholastica Joycors
Assistant Dean of Performing Arts – Mistress Tyzes “Zsof” Sofia
House Manager – Lady Avelina del Dolce
Assistant House Manager – Lady Mephare
Music Coordinator – Arianna Morgan
Known World Choir Director – THL Siri Toivosdotter
Chorulus Pennsicus Director – Mistress Arianna Morgan
Youth Choir Director – Lady Cynthia Anne of Silver Lakes
Children's Choir Director – Lady Pia Malatesta d'Rimini
Children's Choir Director – Lady Tangwystl verch Gruffydd
Youth Instrumental Consort Director – Lord Dunstan Stonehill
Youth Orchestra Director – Lady Cynthia Anne of Silver Lakes
Known World Players Coordinator – Lord Tomas Wormwood
Known World Players Readers Theater Director – Lady Maire ni Sheaghda (Mary Ann)
Known World Players Coordinator – Lord Tomas Wormwood
Theatre Arts Coordinators – THL Cael O'Conaill
Youth Track Coordinator – Dame SæhildR barngóðR
Youth University Coordinator – Lady Maerwynn of Biedcanforda
Media Coordinator – THL Jolicia atte Northclyfe

Pennsic University

Pennsic University Chancellor – Mistress Ciara MacRobbie (OP)
Registrar (Class Scheduler) – Mistress Gwynnyd of York (OP)
Deputy Registrar – Mistress Angharad Ferch Tangwystl (OP)
University (A&S) Point Coordinator – Baroness Gina Dragoni
Pennsic University "Thing" User Support – Mistress Artemisia Lacebrayder
Pennsic University "Thing" Development Lead – Lord John Cholemodeley

Event Resources

Deputy Mayor – Baroness Celestia Vianello (Called Penguin)

At-Event Disability Services Coordinator – Caelfind of the Shannon

Pre-Event Disability Services Coordinator – Baroness Isabeau Du Valle

Service Animal Liaison – Drucilla Ailleth

Service Animal Liaison Co-Coordinator & Translator – Matilde

Heralds' Point Coordinator – Dame Juliana de Luna

Deputy Coordinator – Master Kryss Kostarev (OP)

Newcomers' Point Coordinator – Baroness Margaret Lad (OP)

Deputy Newcomers' Point Coordinator – Lady Brit Taillyell

Head of Troll (Check-In) – Dame Hróðný Rognvaldsdóttir

Assistant Tollner – Maistreas Maggie O'Donnell

Volunteer Point Coordinator – Baroness Isabeau Du Valle

Event Safety

Deputy Mayor – Sir Edmund Dracatorr, Viscount

Watch Commander – Tommaso Valeriano (OP)

Training and Logistics – Baroness Rhiannon of Ravenglass

Event Safety Scheduling – Baroness Amarie de St Denis (OP)

Parking Enforcement – Baroness Emmalie the Faire

Parking Staff – Lady Osa the Archer

Parking Staff – Lady Astrid del Greenwode

Information Services

Deputy Mayor – Baroness Brise Sanguin (OP)

Event Guide Editor – Miester Otto von Schwyz

Information Point / Lost & Found – Lord Finar of the Salt Bluff

Media Liaison – Baron Arias Beltran del Valle

Archive Clerk – Countess Joleicia of Litchfield (OL)

Archive Clerk – Master Nezkha Kiriena Petrova (OP)

Website – Lord Randver Kveld-Ulfr

Martial Activities

Deputy Mayor – Baron Brisi Thorgrimsson

Master Artificer – THL Guillaume le Breton

Master Scheduler – Master Maximilian der Zauberer

Archery Clerk – Casimir Sarkastyczny

Archery Coordinator – Aloysius Sartore

Captayne General of Artillery – Baroness Kathryn Ramsey

Rapier Coordinator – Maestra Mirabi Sitt Al-Sirr

Rapier Tourney Scheduler – Master Maximilian der Zauberer

Thrown Weapons Coordinator – Dame Dealla Cohen

Water Point Coordinator – Magdalena Txoperena

Woods Battle Coordinator – Duke Sir Vissevald Selkirksson

Youth Combat Coordinator – THL Elkaterine tin Elliniki

Youth Combat Marshal in Charge – Mistress Eikaterine tin Elliniki of Anglespur

Youth Combat MoL – Mistress Judith the Confused

Technical Services

Deputy Mayor – Master Magnus de Londres (OP)

Line Painter – Duchess Dagmar Halvdan & Sidekick

Electrical – Lady Aennlin Ulrich

Onderhoudsman – Baron Oscar Georijis Goriszoon (OP)

Beautification – Baroness Tysha z Kievra (OP)

Road Signs – Baron Estgar æt Hrofeceastre (OL, OP, KSCA)

Communications (Radio) – Master Aaron the Arrowsmith (OP)

Communications (IT) – Lady Anna Listakona

Transportation

Deputy Mayor – Baron Morgan de'Ath (OP)

Motorpool – Baron John Von der Velde (OP)

Bus Liason – Adelize Argenti (OP)

Zoning and Planning (Land)

Deputy Mayor – Syr Gunther Kegslayer

Assistant Deputy Mayor – Baron G. Emerson True

Zoning & Planning Secretary – Lady Marit Rase

Database Support – Athro Rhys ab Ismael (OP)

Land Office Department Head (On-Site) – Lady Tananda Densmore

Maps Department Head – Baroness Kelda Jurgenstochtir, OP

Singles Camping Department Head – Lady Mordona Mayfel

Hospitality – Mistress Constance Waite

Hospitality – Sir Tarl Shadowraven

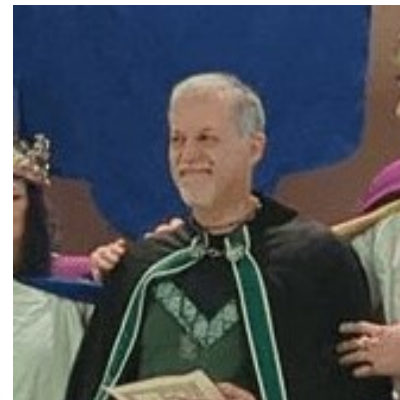
Hospitality – Lord Edward of Freehold

Hospitality – Lady Maggie Rue

Hospitality – Kathleen Wood

FROM THE MAYOR OF PENNSIC 50

Welcome to PENNSIC 50! This has been a long time coming (well ... 50 years I suppose to be exact) and the staff and I have been looking forward to this for the last year. It's our goal to provide you all with a venue that could be the best Pennsic ever. I say could because it's really not just up to us. It's all about you as the attendees. If you arrive with a positive attitude, roll up your sleeves and make your camps the best ever, make everything you do the most fun, and truly appreciate the all the wonderful people you interact with then this will be the best ever.



This society was built on courtesy and the ideals of chivalry so exercise patience when something doesn't go perfectly and you'll be able to appreciate all the things that do. Remember the rules are meant to keep you safe and to provide an event that everyone can enjoy. It's not about you or me. It's about US!

If you have a problem and there is some way myself or my staff can help we will try so don't be shy. Info point is staffed to answer questions and there are plenty of opportunities to volunteer to help as well so if you have a couple spare hours stop by the watch or troll or maybe one of the points and see if there's an opportunity.

Enjoy the event, be safe, and welcome home.

Baron Manuel de La Rosa y Botella de Mirguela (OP)

Mayor, Pennsic 50



PENNSIC WAR CODIFIED RULES AND SITE POLICIES

The Pennsic War will run from 9 AM on Friday July 28, 2023, to Noon, Sunday August 13, 2023, when all attendees must be off site, during that time all Site Rules, Site Policies, and Division and Department rules of the Pennsic War are in effect. Please note that all people in attendance at Pennsic War are expected to respect and abide by the rules and policies of Cooper's Lake Campground, The Pennsic Event Staff, and the Governing Documents of the Society for Creative Anachronism, Inc., and the Laws of the Commonwealth of Pennsylvania and the USA. Anyone who chooses to ignore these regulations may be subject to appropriate sanctions. Contained below are the general site rules and policies of the Pennsic War, however: additional policies specific to Martial Activities, are also in effect and delineated under separate announcements and postings.

1. There shall be no firearms, fireworks, airborne lanterns (including Japanese Lanterns), or chemical weapons of any kind permitted at Pennsic. No fire performing in public spaces.
2. There shall be no cutting of trees, branches, shrubs, or other foliage for any reason, including, but not limited to, use as firewood.
3. Do not alter, remove, or damage any campground fencing for any reason. This includes temporary fencing erected for parking or traffic control. This shall include caution tape markings.
4. Do not use the sinks in the bathhouses for any purposes other than those for which they are intended; prohibited uses include but are not limited to: the washing of dishes, utensils and/or clothing, as well as bathing.
5. Pets are not permitted at the Pennsic War. Trained Service Animals as defined in *The Americans with Disability Act of 1990 (as amended)* Title III, § 36.104: and guide and support animals as defined by the Pennsylvania Human Relations Act (PHRA) of 1955 (as amended) section 5.i.1, and otherwise defined within the PHRA and its explanatory documents are welcome. For more detailed information, please see the Disability Services policies.
6. Absolutely no horses are permitted on site.
7. Absolutely no boats are permitted on the lake.

8. There is a 5 MPH/8 KPH speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions.
9. No martial activities of any kind shall be permitted outside of the proper, designated areas. This includes, but is not limited to: siege weapons, youth combat weapons, thrown weapons, rapier, archery, armored heavy combat and/or modern martial arts
10. No power earth moving equipment may be employed without advance written permission of Cooper's Lake Campground management. This includes but is not limited to: power augers and bobcats. Also prohibited are tools such as: gas generators, gas lawn mowers, gas weed eaters, and chainsaws. There will be no exceptions.
11. If you have brought any single water receptacle with a capacity of 100 gallons or more, you may not fill it from the Cooper's Lake water supply, nor may you drain it here.
12. **No structure may be taller than 16 feet.** Construction projects shall be defined as any non-tent structures, including but not limited to gates, towers, houses, scaffolding, etc.

APPROPRIATE PENNSIC WAR STAFF AND COOPER'S LAKE CAMPGROUND MANAGEMENT RESERVE THE ABSOLUTE RIGHT TO ORDER ANY CONSTRUCTION PROJECT BE DISMANTLED.

13. NO bicycles, personal golf carts, rollerblades, skateboards, mopeds, scooters, hover boards, tricycles, unicycles, or trail bikes will be permitted. ECVs and electric wheelchairs are permitted, however they are required to adhere to the posted speed limits in the campground. In addition, no trailer may be attached to any ECV or electric wheelchair in any manner. Capacity of these units shall be restricted to one person per unit.
14. NO trenches or wastewater pits may be dug deeper than 3 feet. All pits must be filled in prior to leaving the event. **NOTE:** There is **NO DIGGING** of any sort to be undertaken in blocks: W02, W03, E06, & E10 without explicit permission granted by the War Office. In the lower 1/2 of W07 no stakes or digging deeper than 12 inches may occur.
15. Public address systems may not be used after 10pm. All Amplifying systems that can be heard outside of a camp must get approval from the Mayor's Office before being used.
16. Do not post any notices/announcements in or on any portable toilet (Porto-san) or any other Campground facility.
17. You may not plug electrical or electronic devices into any outlet in any Cooper's Lake Campground building or Pennsic War facility.
18. The use of *Drones, Deer cams, static optical devices, dash cams and any and all surveillance devices* is strictly prohibited on any Cooper's Lake Farms, Inc. property.
19. Any person who tampers with, moves, destroys or vandalizes any facility or property of the Pennsic War or Cooper's Lake Campground, without the express permission of staff members of Cooper's Lake Campground or Pennsic War who are authorized to grant said permission, will be subject to possible immediate ejection from the event, along with any person who might harbor or abet them in said violations. These properties and facilities include but are not limited to: Road Signs; A&S tents; Golf Carts; the Barn; the Great Hall; Bath Houses; Battlefield Set-ups; Tables, Chairs, Benches and Picnic Tables used by Pennsic War; and any other item that non-staff members are not entitled to use.

TROLL POLICIES

What you need to check in:

1. **A GOVERNMENT-ISSUED PHOTO ID** which has your photo, name and birth date on it will be required. Most drivers' licenses meet these criteria, as do most government-issued ID cards. If yours does not, please have a secondary form that we can check against your primary one (for example, a work/building pass with your name and picture on it, and a government-issued ID with your name and birth date on it)
2. **Proof of membership** if you wish to take advantage of the discount. Any Milpitas-issued item with your name, membership number, and expiration date on it will do. Mailing labels, such as the ones on your Kingdom newsletter or the TI, have all the pertinent data. Fighters' authorization cards are NOT acceptable as proof of membership.
3. **Sufficient cash or credit card to cover the cost of your entry** (CHECKS, MONEY ORDERS AND TRAVELER'S CHECKS WILL NOT BE ACCEPTED). If you are pre-registered, additional fees may be required. As always, **personal checks will NOT be accepted.** Refunds will not be granted after you have passed through troll and received your medallion. COINS WILL NOT BE ACCEPTED AT TROLL.
4. If you arrive with a minor who is not your own child, you must be at least 21 years of age and present at Troll the following for EACH minor child for whom you are responsible:
 - a. An original (no photocopies or scans will be accepted) SCA "*Minor Waiver & Consent to Travel/Medical Authorization Form*" (often referred to as the "Florida Form") – fully completed by the minor child's parent/legal guardian and duly notarized on both the top and bottom halves of said document for EACH minor child.
 - b. The required paperwork is found on the SCA Web Page at: <https://www.sca.org/wp-content/uploads/2019/12/chldwaiv.pdf>
 - c. You will be required to sign a waiver in the child's name before admittance.
 - d. Upon completion of this process, YOU will be considered the **notarized guardian** of said minor(s) for the duration of the Pennsic War.

- e. Lying on these waivers constitutes fraud and will result in your family's expulsion from the campground.
- f. Children under the age of 10 must be within voice range or in sight of a responsible adult or teenager at all times. After 11 p.m., minors under 18 must be in their encampments or in the company of a parent, legal guardian, notarized guardian or designated adult.
- g. If Cooper's Lake Campground or Pennsic War Event staff finds minors in breach of these rules, they will, for a first offense, escort the minor to their parent(s), legal guardian or notarized guardian, and issue a verbal warning. A report of the incident will be tendered to the host Kingdom Seneschal. On a second offense, the parent(s), legal guardian or notarized guardian will be required to keep their minor(s) with them for the remainder of the Pennsic War. A report on the incident will be tendered to the host Kingdom and Society Seneschals. On a third offense, the minor(s) and parent(s), legal guardian, or notarized guardian will be expelled from the event and the matter will be reported to the host Kingdom and Society Seneschals.
- h. All sponsored organized Youth Activities at Pennsic War shall be in compliance with the Governing Documents and Policies of the Society for Creative Anachronism, Inc. These policies do not relieve parents or guardians of their primary responsibility for the welfare and behavior of their children and ensuring that their children's activities are compliant with the current Pennsic War Site Rules and Site Policies.
5. **A parent, or legal guardian, or notarized guardian must remain at the War for as long as the minor remains on site. No minor may be left unattended at the site.** Emancipated minors must show legal proof of emancipation, in addition to the ID mentioned in section 1.
6. Other important check-in details:
 - Please note that there are no single day admission rates for visitors. This includes family, friends and clergy. Everyone attending Pennsic shall pay the full requisite fee from the date of their arrival until the end of the War regardless of when they arrive, depart, or how long they stay. **THERE ARE NO EXCEPTIONS TO THIS RULE.**
 - If you are getting a ride from someone who is not staying, they are not allowed to enter the campground without an escort, and we are always short of those. So plan on an extra delay while we try to find a volunteer to act in that role. Escorts are there for dropping off and unloading only (not for assisting in setting up camp or socializing), and will be escorted off site immediately afterwards.
 - We cannot transfer pre-registrations to another person. If you are unable to attend Pennsic and are already pre-registered, you need to request a full refund from Cooper's (see Coopers Lake website for deadlines)
 - We **WILL NOT** give out personal information at gate. This includes confirming if someone is on site and where they are camped. This is a privacy issue; please respect it.
7. Each visitor to the War shall be issued a medallion at the Troll Booth when they arrive. This medallion is your personal receipt and access pass into the War. Each medallion issued is designated to a particular individual; the medallions are not transferable. All visitors attending the War shall always wear their medallions and shall produce their medallions for Cooper's Lake and Appropriate Pennsic War Staff members upon request.

Please ensure that you take your medallion with you when you leave your campsite for any reason. Please note that when traveling between some sections of the campground, including the battlefield, you will be asked to show your medallion. Anyone attempting to re-enter without a medallion will have to go through the Troll Booth process again and pay the appropriate fees.

Enter the site only through the designated entry/re-entry areas. Do not cross or remove fences to enter or re-enter the site. Anyone attempting to enter or re-enter the Campground without a medallion, either by crossing or removing fences and/or by transferring medallions shall be evicted from the site without refund.

SPECIAL GAS LINE - RESTRICTIONS

1. Additional fire pit restrictions in blocks E11, E18, E20, E24, W02, W03, AND W21, must be observed due to an underground high-pressure natural gas line that runs through those areas.
2. No fire pits or ground fires are to be placed within the 50 feet of the Right-of-Way of the gas line. Violation of this rule may cause the gas company to exercise their right to demand that no camping of any type be allowed in this area. Violations of this rule will not be tolerated.
3. The center of the gas line will be marked with a dotted white painted line. Dotted white lines will mark the 25 feet on each side of the centerline. Tents are allowed if stakes are less than 3 feet in length.
4. No tents or other structures are to be placed within 10 feet of any gas company marker or vent. Markers and vents must be accessible from the nearest road at all times. A blue painted circle will mark markers and vents. **NOTHING** is to be placed within this circle.

GARBAGE DISPOSAL AND RECYCLING

There are dumpsters located throughout the campground. These dumpsters are the only proper location for the disposal of garbage and/or refuse. Prior to departing Pennsic, stack raw wood materials (plywood, 2x4's, etc.) next to the road nearest to your camp. Wood should not be placed in or next to the dumpsters. Because of safety factors, **DO NOT** remove anything from the dumpster/dumpster area. Under no circumstances may garbage or refuse be burned.

Please be sure to remove all personal property from the site by NOON on the final SUNDAY of Pennsic. **Anything found after that time shall be considered abandoned property and may be disposed of by the event staff and/or Cooper's Lake Management.** Do not leave any large items (furniture, mattresses, old tents, etc.) in your encampment when departing, even if you intend to abandon them. Each individual is solely responsible for removing all such large items from the campground; the rubbish service employed by Cooper's Lake Campground will not remove such large items on your behalf. Cooper's Lake Campground recycles. Please take all recycling to the recycling station located on the battlefield at the "Field Gate".

HAY/STRAW AND MULCH USE

Hay and/or straw may not be used as rushes or ground cover in any camping area without the express permission of the Cooper's Lake Campground management. Should such permission be granted, hay and/or straw will be made available for sale at the Camp Store. The purchase price includes the cleanup fee. **PLEASE DO NOT BURN HAY AND/OR STRAW.** Mulch (sometimes called wood chips) may not be brought into the campground, nor may it be used for any ground cover. Mulch causes severe damage to the grounds and could become a health hazard. Hay bales from the battlefield and from the Middle Eastern Dance Tent are NOT for common use. These hay bales are for battlefield Scenarios and for Middle Eastern Dance activities and may not be removed. Any group caught with unauthorized hay/straw will suffer severe consequences.

MAIL AND PACKAGE DELIVERIES

Deliveries to individuals who are **not** merchants will be held at the Merchant's Office. It is the responsibility of each individual expecting a delivery to check with the Merchant's Office during the office's business hours. Any package or mail not collected by close of the Merchant's Office on the last Friday of Pennsic may be returned to the sender or disposed of at the discretion of Cooper's Lake Management. Delivery information for merchants is included in the merchants' information package. Remember that the *Cooper's Lake Campground address (205 Currie Road, Slippery Rock, PA 16057)*

RENTALS AND DELIVERIES

The rental or purchase of goods and merchandise between an attendee and a local vendor including, but not limited to; firewood, pizza, rental tents, tables/chairs, catered food, propane, rental appliances, oxygen deliveries, and lumber deliveries are considered a private contract between the two parties and as such is their responsibility to coordinate the delivery thereof, subject to the following section. The staff of Pennsic War and Cooper's Lake Campground will not be directly involved in the delivery of any goods. You, the attendee, will be required to meet your vendor at the appropriate point of entry to receive your articles.

GENERAL DELIVERY / PICKUP DATES & TIMES FOR ALL DELIVERIES

- No deliveries allowed before 9am on Saturday opening weekend.
- All deliveries must be made between the hours of 9am and 6pm.
- Any and all goods **MUST** be picked up by 5pm, Monday after Pennsic ends or they will be considered abandoned and forfeit.
- All vendors upon completion of their delivery are to leave the campground. Failure to do so may result in the vendor being barred from future entry.
- If you are renting a shade tent or bringing a shade tent for the battlefield, please note that they cannot be set up before 8 am on **2nd Tuesday of Pennsic**, without specific permission of the Deputy Mayor for Martial Activities. Battlefield tents require a tent ID tag, available from the Battlefield staff. Tents without proper ID may be removed from the field.

FOR RENTERS/ATTENDEES

Provide to your vendor:

1. Modern name under which the items are being rented/purchased
2. The date and estimated time you wish to have your item(s) delivered
3. Cell Phone Number
4. On-site Contact Person (with cell phone number if different from above)
5. Group Camping with (including block number if known at time of arrangement)
6. Which entry point do you wish to meet them at (West Gate, North Gate, Main Gate, Parking/Battlefield Gate).

MERCHANTS

There shall be no selling, vending and/or merchanting permitted outside of the designated market area. It is the sole responsibility of the individual merchant to comply with all applicable tax and licensing regulations and/or requirements. This includes Outside Catering that must be coordinated through the Merchant Office

PICNIC TABLES, FOLDING TABLES AND FOLDING CHAIRS Please recognize that there are not enough picnic tables for every encampment to have one in camp. Picnic Tables in the Great Hall and other Pennsic tents are

not to be used by any individual or group. Folding tables and chairs located in the public tents ARE NOT to be removed from those tents.

QUIET HOURS

Quiet hours shall be enforced between 2:00 A.M. and 7:00 A.M. throughout the campground. Please be considerate of your neighbors when you are contemplating high-decibel nighttime activities such as drumming, piping, singing, etc.

PERSONAL MESSAGES

The number to reach the Pennsic War staff in an emergency is **878-244-0745**. This rings at the Watch Point. Please do not use the number listed in the phone book for the campground. There is only one incoming phone line in the campground; please remind your family, friends or employer that the ability to take personal messages for individuals at Pennsic is severely limited.

In order to take a message, we will need the modern name and SCA name of the person the message is for, the Land Registration / official name of the group they are camping with, and the block number they are camping on. We recommend that you supply all this information to family/friends who might try to reach you at Pennsic.

If you are expecting a call, please check the board in front of Information Point daily for a message. BRIEF EMERGENCY MESSAGES ONLY will be relayed to encampments.

SMOKING POLICIES

There is **no smoking permitted** in any public building or public tent, golf cart, or bus. Please dispose of cigarettes or cigar butts in the proper receptacles and be courteous of others when smoking in public areas.

TRAFFIC & PARKING POLICIES

All Vehicles shall be removed to the parking lot area within six (6) hours of first arrival (as noted on your vehicle's "hang tag" provided when you troll in). This time is provided in order to facilitate orderly unloading of your vehicle into shelter when you first arrive. After six (6) hours have elapsed, your vehicle is no longer allowed to be parked within camping areas of the site and must be only parked in designated parking areas. There is no disability exception to this rule. For purposes of this policy, "parked" is defined as the vehicle being at rest, without active interaction for loading/unloading of the vehicle. Vehicles used for "town runs" or for transporting combatants to combat areas may be temporarily stopped in camping areas (off of the roads) with hazard lights active in order to allow for loading/unloading, as soon as possible after loading or unloading them. Vehicles may not be left in camp. There is no disability exception to this rule. We ask that when loading and unloading, if you are unable to pull into your camping area that you park on the EAST (towards I-79) and NORTH (towards the main parking lot) sides of the streets. By parking on only one side of each street, you will ensure that other vehicles and emergency vehicles are able to pass. Upon completion of loading/unloading, vehicles are to be move to the parking lot. All vehicles must obey posted speed limits throughout the site.

All vehicles in motion after sunset must have headlights (not just parking lights) turned on.

TOWING POLICY

Vehicles which block essential services such as Porta-Johns, Pennsic War facilities, Cooper's Lake Campground facilities, or park in specifically marked "no parking" zones, or whose driver, passenger(s) or other attendee(s) remove road barricades on closed roads, or block or otherwise obstruct the ability of emergency services to perform their task or the Bus to pass, the vehicle in question is subject to immediate towing without any prior notice. Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice. A warning may be provided based on the judgment of Event Safety personnel but is not required. All costs of towing vehicles shall be the responsibility of the Owner/Operator of the vehicle in question.

TOWED VEHICLES

The Watch will have a list of all towed vehicles and which Towing Company is holding them.

LATE NIGHT ARRIVAL

Vehicles that arrive on site one hour prior to closing of troll during quiet hours may be parked for the night in the camping area. The vehicle must be completely off the road, near the camp of the vehicle owner, until 6am. However, after 6am has arrived the vehicle must be moved to the parking area in accordance with standard policies (i.e. by noon of the day after arrival, 6 hours later).

NO "PARTY HOPPING" IN VEHICLES

This practice, DEFINED as the use of a motor vehicle to travel and/or transport a person or persons within the campground, to or from any and all types of events, whether the driver has or has not consumed alcohol, is dangerous, and prohibited. A person or persons found in violation of this policy, including the driver/owner of the vehicle

and all passengers are subject to immediate expulsion (without any refund) from the Pennsic War Event. The roads need to be clear for emergency vehicle access.

OVERSIZED PARKING

There is a separate area in the parking lot for trailers and oversized vehicles (trailers, trucks, buses, campers, RV's, etc.); please park such vehicles in these specially marked areas. All oversized vehicles and trailers must be parked in these lots or they will be subject to towing rule 1 of this policy. This is to allow the large number of anticipated vehicles to fit in the parking lot this year.

NO REGISTERED MOTOR VEHICLES IN CAMPING AREAS

Registered Motor Vehicles (including Motorcycles) may NOT be parked in any camp (except as provided for in ITEM 2 of this section), even if covered with tarps or other camouflage. No one may live in a registered motor vehicle other than those in RV Camping. There is no disability exception to this rule.

RV CAMPING

RV's have their own camping area and regulations. Arrangements for RV camping must be made through Cooper's Lake Campground.

USE THE PARKING LOT IN A FAIR AND COURTEOUS MANNER

In all the lots, please park only within the designated rows. Cooper's Lake Management reserves the right to tow all illegally or improperly parked vehicles without prior notice. There is a posted 5 MPH / 8.05 KPH speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions. If leaving the site, disability assist equipment such as scooters may be left in the scooter parking zones designated near each handicap parking area. This equipment may not be left in a parking space unattended. If found, equipment may be moved by staff to free up the parking space for other attendees. Pennsic or Coopers staff are not responsible for damage to mobility assist equipment which is improperly left in parking areas.

DISABLED/STUCK VEHICLES

If your vehicle breaks down in the middle of a road or parking area on the Campground, or becomes stuck in some fashion, please leave a note on the dashboard identifying the issue and the time it occurred and then immediately report the breakdown to the Watch Tent. Unreported disabled vehicles that are improperly parked or block access as described in these policies, will be towed, without notice, at the owner's expense. Should your disabled vehicle need extraction, contact the Cooper's Lake Campground (CLC) WAR ROOM for determination if assistance/towing is possible. Due to increased use of plastic in car construction, CLC may decline to tow/extract your vehicle, if in their opinion, an unsafe or damaging condition exists or may occur.

If your vehicle is declined for towing/extraction, you will be required to contact a commercial towing company and follow the instructions set forth in the RENTALS AND DELIVERIES section of this document. If leaving the site, disability assist equipment such as scooters may be left in the scooter parking zones designated near each handicap parking area. This equipment may not be left in a parking space unattended. If found, equipment may be moved by staff to free up the parking space for other attendees. It should be noted that attendees whose vehicles are repeat violators may be ejected from the event as an alternative to towing.

UTILITIES

Please do not block access to water spigots or electrical boxes. Should you attach a hose to a water spigot, it must be equipped with **both** a vacuum breaker and a y-connector. Any unattended hose that is attached to a spigot and does not conform to this policy may be confiscated by the event staff and/or Cooper's Lake management. Please do not run hoses across roads. Wastewater (Grey Water) may be disposed of by digging a wastewater sump in your camp. Please do not dump your wastewater into the lake, stream or at any of the water spigots. Please ensure that everyone in your encampment is aware of the locations of all wastewater sumps and please fill in all sumps before leaving the War.

Under NO circumstances may the existing utilities be altered and/or modified in any manner. You may not access or tie into any water lines or electrical boxes in order to install new or additional connections. Anyone attempting to alter and/or modify any of the existing utilities may be evicted from the site without refund and shall be responsible for any and all damages resulting from their actions. NO personal washing or bathing is permitted at the water spigots. Please be courteous when using showers. Please try and conserve hot water whenever possible. No Dumping of any Black Water is allowed on Coopers Lake.

ALCOHOL

The legal age for the consumption of alcohol in Pennsylvania is **21** years of age. Attendees of the War may obtain alcoholic beverages off-site for consumption on-site. Any violations of Pennsylvania law may be reported to the authori-

ties and violators may be evicted from the campground without refund. Should you choose to serve alcohol in your camp, you do so at your own risk and are solely responsible for ensuring that you conform to the laws of Pennsylvania.

FUNDRAISING

Every year the Pennsic War staff receives requests to hold fundraising activities at Pennsic War. These activities include but are not limited to raffles, pay-to-play tournaments, and a spot to put out a can at a Pennsic Point or at a merchant booth. Here are the procedures to raise funds at Pennsic:

1. To hold an official fundraiser, to wit: if it is to be publicized in any Pennsic Schedule; held at any Pennsic Point; advertised in any way by Pennsic sponsored media; and/or listed as an activity of the Pennsic War:
 - a. The fundraiser must be approved by both the Mayor and the Pennsic Exchequer.
 - b. All funds must be collected by someone approved by the Exchequer; and
 - c. All collected funds must be turned into the Exchequer and a check to the appropriate not-for-profit organization will be mailed by the Exchequer to said organization.
2. No official fundraising may be held on behalf of an individual, a household, or any organization which is not a recognized, registered charity.
3. In compliance with Pennsylvania Commonwealth law, and since Pennsic does not hold a license so granted under Pennsylvania's *Local Option Small Games of Chance Act, 1988 P.L. 1262, No. 156, as amended*, raffles of any sort are not permitted at Pennsic War.
4. There can be no cash prize to any participants in any pay-to-play tournament at Pennsic.
5. Any advertising of an approved fundraising activity at Pennsic must include the purpose of the funds being raised and the name of the organization who will benefit from said donation.
6. The Pennsic War does not accept cash donations to subsidize any department or approved activity. Donations of items to a specific department may be considered on a case-by-case basis.
7. The rules above only apply to official fundraisers. If you want to hold an unofficial fundraiser for someone or something you can do that in your own camp, but you may not use Pennsic resources or facilities to do it.

RV's AND MOBILE CAMP STRUCTURES

An RV is a registered recreational motor vehicle, travel trailer, or fifth wheel and must be in RV camping (if used) or oversized parking (if no one is living in it) A Mobile Camp Structure is a structure built on a modern trailer base that can be used for shelter, lodging, showering and/or kitchen use. Examples: towable camper, tiny home, shower wagons, chuck wagons, shepherd carts.

For use at Pennsic War, the Mobile Camp Structure must:

- Visually present a reasonable attempt at Pre-17th Century structure.
- No Mobile Camp Structures can be connected to the campsite power outlets. Anyone in violation of this rule may be required to pay the additional RV registration fee and move to the RV camping area (space is not guaranteed without pre-registration), or be removed from site.

Note: Mobile Camp Structures must fit within the campsites allotted land space. These structures will not be granted ANY special land allotments or special land assignments. Mobile Camp Structures can also not be used for any special land negotiations.

Encampments found to have structures that are out of compliance with these rules must agree to a corrective plan with Land Staff. Encampments unable or unwilling to comply may have Land sanctions issued against them. If you are uncertain about your trailer's appearance, please contact the Land Office.

Trailers stored on site must also follow all Cooper's Rules for Storage Trailers. If you are uncertain about your trailer's suitability for storage on Cooper's site, please contact the Coopers Lake Staff

Individuals

- Every person who pre-registers for Pennsic with a **paid pre-registration** will have **250 square feet** assigned to their designated group. If no group is designated by the close of the pre-registration period, the registration shall be moved to "Individual Camping" and while the space will be reserved, the registrant will need to select their space from the available Single Camping areas once they are opened to Single campers after Land Grab is completed. People paying their registration upon arrival will be allocated 250 square feet in one of the available Single Camping areas.
- All those who wish to camp in the designated Disability Camping area must register with Cooper's Lake Campground by the pre-registration deadline. Select the land group "DISABILITIES CAMPING," once you have received permission to camp from the Disabilities Camping Coordinator. To receive permission to camp in Disabilities Camping, you must communicate with the Disabilities Camping Coordinator at email address disability@pennsicwar.org by the Disability Services Registration deadline.
- Those who are considering using an RV must contact Cooper's Lake Campground directly before pre-registering as

the Land Office does not coordinate RV camping. (When pre-registering, please select the **Land Group** "RV CAMPING.") Please note that an RV, in this case, is defined as a registered motor vehicle, travel trailer or fifth wheel.

- It is expected that campers will camp with their designated group in the location where they are pre-registered. If this is not possible the camper must inform Troll and the Watch so that the new location is accurately recorded for emergency purposes.
- Pre-Registered group campers will not be allowed to use space in single camper areas. They must camp within the boundaries of their registered group.
- No space can/shall be held by anyone for Individual Campers (pre-registered) or Single Campers. These spaces are first come, first served.
- Single campers may camp in areas designated as single camper space. These are the unoccupied areas remaining in certain blocks after the pre-registered groups have established their borders.
- Single campers should not arrive before Sunday of Land Grab weekend.
- Individual Campers who wish to arrive on Friday or Saturday of Land Grab weekend must have pre-registered with the campground, and must fill out a Group Registration form, using their SCA name as the "Group" name. They will participate in the Land Grab process with the other Land Agents and should continue reading through the information for Land Agents as well as the guidance available in A Handbook for Pennsic Land Agents.
- There will be maps at **Troll** and **Information Point**, indicating where the Single Camping areas are located after all registered encampments have finalized their maps.
- If you are the first to arrive in a single camping area, please set up your camp around the perimeter of the space, leaving room for others to fill in. If there are multiple tents to be set up for a small group of single campers wishing to camp together, those tents should be placed contiguously within the square footage allocated by the number of paid registrations. (Number of campers' x 250 sq. ft.) If these guidelines are not followed, Land Staff reserves the right to require you to move your tent, in order to make the best use of the space.

SANCTIONS

The Pennsic Staff may levy sanctions against groups who do not comply with the written rules or who are unwilling to work with Pennsic Staff to resolve issues that occur during the event. Sanctions may be levied immediately, at future Pennsic, or both. Past sanctions on groups have included loss of block seniority, loss of block choices, and land forfeiture. Working with Pennsic Staff to resolve issues on site is in your best interest to avoid these or even harsher sanctions.

A Handbook for Pennsic Land Agents

If you are reading this, it is because you volunteered to be the Land Agent for your group, or someone talked you into the job and you have not gone through the process of Land Allocation at the Pennsic War before. Even if you have been a Land Agent before, please review this handbook because some things may have changed or have been clarified. Hopefully, this handbook will answer many of your questions and help you to successfully navigate the Land Grab process.

Glossary of Terms

Land Agent: Harbinger is a period term for this job. This is the person from every registered camping group who has agreed to be the person responsible for obtaining and holding land for their fellow campers. There should only be one person responsible for each encampment. This person is responsible for being at Pennsic from Land Grab Day until the end of Pennsic. The Land Agents are the people who Land Staff will contact if there are any questions, issues, or concerns. Because you are the Land Agent you cannot leave the site after you have negotiated the land, signed off on the map and set up your stuff. You may make town runs when you are set up, but remember, you or your designated **On-Site Rep** must be in residence for the entire two-week Pennsic event.

On Site Rep: (optional) The person designated via the group registration on land.pennsicwar.org to speak for or negotiate for the group should Land Staff need to communicate with that group during the duration of Pennsic. **The On-Site Rep can be the Land Agent, or they can be another individual (ideally within the group or nearby on the block) - they must be physically available on site for the entire duration of Pennsic.** To be added as an on-site rep, the individual must create a login on land.pennsicwar.org, but they should not use the "click here to register a group" option as they are not the Land Agent. This account needs to be reactivated for each annual Pennsic cycle by logging in and confirming that you have read the rules, AND that your contact information is current and up to date.

The Land Agent is BY DEFAULT the Onsite Rep - therefore you will not find your own name in the Onsite Rep menu if you are the group's Land Agent. This field is only for designating an alternate contact if you are not able to be on site for the entirety of Pennsic.

Proxy: (optional) A person temporarily designated by the Land Agent to complete Land Grab on behalf of a particular group, if the Land Agent is not able to be present for Land Grab. **The proxy ONLY has authority to negotiate on behalf of a group during Land Grab** and does not need to be a member of the group for whom they are negotiating. Do not designate a proxy if you intend to be present for Land Grab. ONE PERSON may be proxy for multiple groups. Each GROUP may have only ONE person designated as proxy - if at all. ONLY ONE proxy or Land Agent per group will be permitted to use the express lines at Troll, so please plan carefully. To be designated as a proxy, the individual must create an account on land.pennsicwar.org, but unless they are also a land agent, they should not use the "click here to register a group" option. This account needs to be reactivated for each annual Pennsic cycle by logging in and confirming that you have read the rules, AND that your contact information is current and up to date.

Block: Each section of land that can be camped on at Pennsic has been divided into blocks. The block system reflects geographical locations in terms of Cooper's Lake Campground.

The blocks are:

E for East of the Main Gate and South of Dragon Trace,

W for West of the Main Gate and South of Dragon Trace

N for North of Dragon Trace and East of Currie Rd

B for next to the Battlefield and North of Dragon Trace

M for the blocks above the roman numerals on Mt. Eislinn.

Each block has a number assigned to it, for example, if you are assigned to E-12 you and your campers will be able to look on the map available in the Pennsic site book, to find your assigned block. Each block number is used only for the group pre-registration process. You should notify your campers what block you have been assigned, in advance of Pennsic.

Land Allotment: This process is done after the Pennsic pre-registration cutoff date. The final numbers are tabulated by the Land Staff and the exact square footage for each encampment is determined (# of Pre-Reg Campers x 250 sq. ft. each before any compression is accepted or calculated.). Your group will be allotted 250 sq. ft. per pre-registered adult, child, and infant. You may not pre-register any "ghost" children and infants. Any abuse of this rule will be dealt with harshly. Once the final determination of square footage is made, the Land Staff goes through the process of finding a place for each group, trying to match up the space available and requests made for particular blocks. If you need assistance locating blocks with available space and other conditions for your group's 4 block choices, you may contact Land 1 (dmland@pennsicwar.org) before the close of pre-registration.

Pre-Pennsic Negotiations: The Land Agents will be sent block assignments and the contact information for the other Land Agents on their assigned block via email - generally within 2-3 weeks of the close of the pre-registration period. This notification will also contain, where applicable, single camper space that must be accounted for in your block. Prior to arrival at Land Grab, it is up to the Land Agents to negotiate the exact placement of their encampments and any single camper space within the borders of the assigned blocks. If this is done before all of the Land Agents arrive at Pennsic, Land Grab Day will go much faster.

Seniority: Each year that a group camps on the same block, it will earn a year of seniority on that block. Groups are assigned to a block based on their years of seniority. In rare situations senior groups may be moved from their block, due to reasons like excessive growth or unexpected changes to the geography by either nature or the site owner. Such changes may be temporary or permanent. Seniority applies only to block assignment. **No seniority is given to specific locations within a block.**

Vehicle Passes: No one (including Land Agents) may drive onto the block until all of the groups on that block have signed off on an accurate map of their block and the map has been approved by the Land Staff. Land Agents will then receive temporary passes (5 per group) which will allow one vehicle per pass to drive throughout the site (past the Troll area) so they may begin setting up.

Camp Authorization Form: In your Land Agent Block Assignment email there will be a link to the Camp Authorization form, which it is your responsibility to print, complete, and bring with you to Land Grab. The Camping Authorization form must be posted at the main entrance of your encampment once it has received its approval sticker during the Land Grab process. This is required. You will be provided with a plastic baggie to keep it dry. The form must be placed in an area that is easy for the Land Staff to see and read as needed.

II. What is your job as Land Agent?

You must register your group on the Pennsic Land Office webpage. **All Land Agents are required to have web access and a working email account.** If you are a returning Land Agent, when you sign on to register for the new Pennsic year, please confirm that your user account contact information is still correct before selecting your group and con-

firming that the pre-filled information is also still accurate.

You should be in contact with all of the people who are camping with your group and have contact information for all of them. Inform them of the exact group name you have registered, so they can select it when they pre-register. (Accuracy is critical with group names. Hyphens, spaces, and underscores MATTER. "House Land Grab" and "House LandGrab" would be two distinct groups, although we try not to allow obvious conflicts.)

On a regular basis, you should monitor your Land Agent account to see who has pre-registered for your camp so you can: a) remind those who should be registered to do so; and b) identify people who may have chosen the wrong-camp. If there are discrepancies, contact the Land Office immediately so these problems can be resolved. It may be possible that some of the campers registered the group name incorrectly, which is easy to fix early. This is hard to accomplish at the time of Land Grab, so if there is a problem of this nature, the sooner you contact the Land Office, the better.

If someone seems to be missing from the list, do the following

Do not wait until pre-registration closes. Success favors the proactive.

From the time a person pre-registers on the Coopers Lake site, until the time their payment clears, they will not appear on this list. This is normal. Please verify that your camper's payment has cleared before worrying about where they are camping.

Anyone who thinks they have registered for your group, and does not appear here, can log back onto The Coopers Lake site and edit their record, correcting their requested group name. This will move them immediately on your registered group's pre-reg page as well.

If the camper does not wish to or cannot move themselves in this way, you may contact the land office and we will do it for you.

Contact the person who you think is missing and get their **PENN NUMBER**. It would have been sent to them in their registration confirmation letter.

Put their **FULL REAL NAME** and **FULL SCA NAME** (if they have one) and **PENN NUMBER** and your **GROUP-NAME** into an email to landweb@pennsicwar.org with a note saying, "Please move this person to my group."

E-mails received without all of the above will be returned with this list attached.

We will then find the person in the database, move them to your camp, and email you a confirmation that we have done so.

After pre-registration is closed and the final group lists are generated. Your group will be assigned to a block according to your group's requests, availability of land, group seniority, etc. Each Land Agent will be given a list of the other Land Agents for the block and their email addresses. Pre-Pennsic negotiations can start for final placement of each camp on the block. If Land Staff has determined that your block also contains single camper space, it will be noted in your allocation email. All Land Agents are responsible to assure this single camping area is clearly delineated on your block. If you are camping on the same block and with the same neighbors as last year, this can be a very easy process.

As a gentle reminder to all acting Land Agents: Good faith negotiations with other Land Agents on the same block preceding Pennsic are expected. **Please check your email frequently after the close of preregistration and communicate with the other Land Agents on your block. If you will be unavailable for an extended period during the negotiation period, please let other Land Agents on your block know. If a Land agent has been unreachable by email for an extended period, the Land Office may be able to provide their phone number to other Land Agents on the same block.**

Each Land Agent should print a copy of their Camping Authorization form and Block Map and pack it in an easily accessible location for Land Grab. If a Land Agent is unable to print the required items, they should contact the Land Office as soon as possible, so that copies can be provided for them. These requested print outs will be made available for pick-up at the time of Check-In during Land Grab.

Immediately after completing Troll check in, Land Agents shall proceed to the Great Hall on N01 to check in at the Land Office. After these two check ins are complete, locate the other Land Agents for your block at time and place mutually agreeable to all the Land Agents on your block. Land Office opens to accept check-ins on Friday morning at 9:00 am.

If it is necessary for all the Land Agents of a block to go to the actual block and work out the final map, they may enter the site on foot, (After Trolling in and checking in with the Land Office) to negotiate the camp locations. Please stop by the Great Hall on N01 for assistance if you require special accommodations to reach your block before your vehicle is permitted on site.

When everyone has agreed to a final map, accurate divisions are to be marked on official block map .pdf documents (not screen shots) downloaded from land.pennsicwar.org. (The link to the map of your specific block is provided in the land allocation email.) This official map will then be signed by all the Land Agents, and the map will then be presented to Land Office where it will be reviewed for approval. Once approved Camping Authorization seals and parking passes will be provided to the Land Agents.

Having completed the above steps, the actual set-up of each camp can start. It is your responsibility as Land Agent to mark all the borders of your encampment. Acceptable examples: stakes and flags, ropes, surveyors' tape, or chalk paint. Following Land Grab, members of the Land Staff will check that you have appropriately displayed your Camp Authorization Form, and that designated Single Camping Spaces are clearly marked and properly allocated. Once your camp is set up, your active duties as Land Agent are mostly complete, but you (Or the On-Site Rep) must be on premises for the duration of Pennsic. If there are problems or disputes, it is the Land Agent or On-Site Rep that the Land Staff will be talking with; so, one or the other must be available on site for the entire duration of Pennsic.

III. How to choose a block:

Before you choose the four (4) preferred block selections for your group:

It is a good idea to talk to the others in your group who have camped before at Cooper's Lake Campground.

Does your group already have a somewhat "traditional" spot? Many groups like to be in the same area or block year after year. If your group has already built-up years of seniority in a particular block, you may want to include it as one of your four choices.

Existing groups should consider that there may be some areas that you have camped in the past and never want to camp there again. (e.g. no shade, too damp, too noisy.)

Find out your group's history in terms of camping at Pennsic. There may be reasons why your group only wants to camp in certain areas of the campground.

Try to determine whether the block you are requesting has space. Even if you usually get your first choice, it is a good idea to review your other choices periodically to determine if they are still likely to have space - particularly if Pennsic is approaching an important anniversary year like 25 or 50. If one or more of the blocks you request are already full, it is unlikely that you will be placed on that block, and one or more of your selections could be "wasted" where it might have been more effective on a block with sufficient space. If you are unsure which blocks have open camping, contact dmland@pennsicwar.org for options before the start of Pennsic. During Pennsic (if you are a regular attendee) you can stop by Troll or Information Point to look at the Single Camping maps to get an idea of what blocks have sufficient available space for a group the size of yours.

Other things to consider:

Is your group a Royal (Kingdom) Encampment? (Not necessarily the camp with the King and Queen, but the encampment that is named "Kingdom of _____.")

Does your group prefer sun or shade?

Do you need absolutely flat land or can your group camp on a slight slope?

Do you have a lot of fighters, shoppers, students, archers, etc. that wish to be placed closer to those activities?

Do you want to camp far away from everyone and be in a less developed area?

Do you need to be near flush toilets or the existing permanent shower facilities?

Make sure that you talk to the Pennsic veterans in your camp. They can help you. These needs interests/requirements are reasons why you need to know who is camping with you.

You need to have four (4) unique block selections for your group. Not everyone will get their first choice and if you do not indicate your group's preferences you will be placed at the discretion of the Land Staff who only see the number of campers, not the requirements of each group. It is better to think carefully and make four well-planned choices that the people in your group can live with.

IV. Understanding Block Maps:

A surveyor and cartography staff have assured that groups have a relatively accurate map to represent the block they are camping on. Please be aware that these maps represent a 'snap shot in time' of the block. The surveys for your block may have been done years ago or as recently as last year. Mowing, line painting, erosion, etc. may alter the final size and camping area of a block each year within a margin of error. The Land Office does their best to review and allow for these differences in mapped block size and actual usable space. If you believe there is a significant discrepancy between your mapped block space and what is marked on the ground when you arrive on site, please visit the Land Office for assistance.

V. Assignment of groups to the blocks and initial map negotiation:

You will receive an email notifying you of your block assignment approximately 2-3 weeks after the close of pre-registration. This is why it is vitally important that you confirm that your land agent account has a working email address on file with land.pennsicwar.org.

Why didn't we get our first choice?

The biggest consideration for the Land Staff is group history/seniority on a block. How long a group has been camping in the same block is the single largest factor to retaining that block from year to year. If for some reason a group grows or shrinks enormously, it is possible that the Land Office might move them, depending on the seniority of the other block tenants. It may be that you are requesting land that you have not camped on regularly and other groups had greater seniority for that block.

Your group might be too big for the block you requested, or perhaps your group was the smallest with the least amount of seniority.

Once the final land allotment is made, an email detailing the assignment, names of all the groups in a given block, and any single camper space on the block is made available to the Land Agents of each block. Depending on history, group size, and other factors already discussed, there may or may not be new groups on your block.

Once the final land allotment information is posted, the Land Agents are expected to pre-negotiate the divisions of the land within their block via email, phone, or whatever method is agreed on by all agents. This will help the day of Land Grab go more smoothly for your block. However, the official final map divisions cannot be approved* until all of the Land Agents are on the Pennsic site. *The pre-arrival map approval "PMAP" processes is an exception.

VI. Arrival at the Pennsic site

You should plan to arrive on the site sometime after 9:00 am on Friday.

You will not be allowed onto the grounds before 9:00 am on Friday, as there are no facilities available until 9:00 am on Friday.

You will not be allowed to park on the Battlefield before 9:00 am on Friday.

The campground is not open before Land Grab.

There is absolutely no parking or stopping on Curry Road. The PA State Police have jurisdiction over traffic on Curry Road, and modern traffic laws apply to all vehicles thereon.

Plan to arrive at the time agreed to by your block's Land Agents in advance of Pennsic. No group may complete Land Grab before all Land Agents or Proxies are present, so if it is likely that you will be later than your fellows on the block expect, please communicate this to them as early as possible so that everyone may plan accordingly.

What can I do on Friday after 9:00 am of Land Grab?

Troll in at the gate.

Land office is open 9:00 am. Come to the Land Office at the Great Hall to check-in. Bring your completed Camping Authorization

Form and Block Map and sign any applicable waivers (gas line/digging restrictions/etc.) required for your block pick up any additional information pertinent to your block.

Find all the Land Agents from your block. You can leave messages at the Land Office for other Land Agents on your block and find out who has already checked in.

Final negotiations within a block should not start until all Land Agents/registered proxies from that block are present.

Once negotiations are complete, it is time to draw your finalized map, sign it, and have it approved by the Land Office, receive your Camping Authorization Form sticker, and vehicle passes.

Reasons to be on time:

Do your best to check in on Friday or assign a proxy to negotiate in your place. Late Land Agents inconveniences your fellow Land Agents and may have a negative impact on your ability to negotiate advantageously, since final negotiations cannot start until everyone is present.

If you know in advance that you cannot arrive in time for Land Grab, you may designate a proxy to negotiate and sign in your stead. Proxies are assigned as a change to your group information on the edit group information page.

Your Proxy should be trustworthy and understand the needs of your group, as they will have permission to sign the final map and receive the Camping Authorization Form and Parking Passes on your behalf.

In case of emergency:

If you know more than a day in advance that you cannot be on site for Friday of Land Grab (By noon, unless a later time is agreeable to all Land Agents on the block), you should designate an emergency proxy by emailing Land One at the Land Office dmland@pennsicwar.org.

If something has happened en-route, and you have determined that you will not be able to arrive on site by Friday at noon, you should designate an emergency proxy by emailing Land One at the Land Office dmland@pennsicwar.org and CC all the other Land Agents on your block to keep them in the loop.

Land Staff cannot, except in the case of extreme situations, negotiate land on your behalf. Please attempt to communicate with and advise the Land Office so that they may better negotiate on your behalf. You may not get the block location you had planned for. Once finalized, the Land Office will not renegotiate for late Land Agents.

If you need to change Land Agents because you cannot attend Pennsic at all, please assist your replacement in creating their Land Agent account on the land.pennsicwar.org web site and contact dmland@pennsicwar.org with the new account **username** and the **group name** so that Land 1 can ensure that copies of all official documents are

directed and/or copied to the correct parties. After initial registration, changing the Land Agent account associated with a group is a manual process and will not happen without direct intervention by Land Staff.

VII. Negotiation Guidelines:

Please remember that all Land Agents are equal. Whatever titles or honors someone has earned in the Society does not give them any special consideration. Every Land Agent has the right and the responsibility to a fair and equitable land distribution. Whether your group is a Barony, a Shire, a Principality, or a household makes no difference. Each paid registrant in a group gets 250 Sq. Ft. No one should be expected or required to pay in goods, services, or money for their spot on the block. If anyone tells you, "To get the spot you want, you must buy me something, pay me something, or do something for me," they are wrong. The word for that is EXTORTION and it will not be tolerated. If this happens to you, we request that you contact the Land Staff immediately!

Royal Encampments (Groups registered as "Kingdom of _____") have first priority on the block. Royal Encampments have only get the land allotted to them, no more. Their location on the block is pre-determined and will not change.

The initial negotiation process can start once all the Land Agents for the block are engaged in the conversation on whatever platform you have agreed upon (email, phone, chat client, etc.). Land Agents are encouraged to communicate with one another before the start of Pennsic to make the Land Grab process go more smoothly.

Final negotiations and map sign off must (pre-approved blocks are exempt) take place on site after all the Land Agents or Proxies on each block are physically present. While you may not drive around the site, you may walk to your block, take measurements, and agree to any adjustments to allow all the groups to fit onto the block.

Your group's rights include:

All the land allotted to your group. Your group should not be required to give up any of its square footage. You may volunteer to give up square footage to fit on your assigned block. You may speak to the Land Office to request a different block assignment to assure you receive your entire land allotment.

Clear access from your encampment to a main road that borders your block. Additional roadways or pathways may be included on the map; however, their square footage must be created from land donated by registered groups on the block. Single camper space on a block may not be used to create roadways for land locked groups on the block.

Dispute resolution:

If, for any reason, the Land Agents cannot come to an agreement, do not hesitate to call on one of the Land Staff representatives to help with the problem.

VIII. Finalizing the Block Map

Preparing Your Final Block Map: Once all the Land Agents have agreed to the location of their groups on the block, a single, final block map must be created on the official block map. The only recognized block maps are the .pdf download available from land.pennsicwar.org printed on US letter sized paper. The final block map must include:

Clearly delineated boundaries for all groups

Legibly write or type the name and location of each group on the block map

Clearly labeled single camper space, where applicable

Note that single camper space is not required to be the 'best' land on a block, however it cannot be land-locked and must have unobstructed access to a mapped road. Representatives from the Land Office will be physically inspecting single camper space on blocks to assure that final block maps are accurate. Groups with more than their allotted space will be required to re-adjust their borders to assure sufficient single camper space.

Single camper space is expected to be a single, contiguous area on the map.

The modern legal signatures of all Land Agents on the block

Maps may not be drawn in color or pencil, or re-drawn on auto-CAD software, except as a separate layer of the official.pdf map.

Approval of the Final Block Map

Double check to assure you have completed all the steps to prepare your Final Block Map. Make sure that the dimensions are correct and that any single camper space is clearly marked and labeled. You must also have your completed camping authorization form with you.

All Land Agents from a block must be present when the Land Office reviews the map. Stay together.

The Land Office representative will review the map for completeness and assure that all Land Agents and/or Proxies are present. Please be prepared to answer any questions the Land Office representative may have about the map.

A Land Staff representative will sign off and retain the Final Block Map for the Land Office.

All Land Agents will have their Camping Authorization Form approved.
Land Day vehicle passes will be distributed.

X. Follow the instructions of the Cooper's Lake Campground staff regarding vehicle access to the site.

XI. Responsibilities at your campsite:

On the day of Land Grab, you must:

Conspicuously post your Camping Authorization Form near the main entrance of your camp in a waterproof container. Land Office provides a sealable plastic bag for this purpose—your parking passes are usually in them. You may build something more elaborate if you wish, but the Camping Authorization must be visible such that Pennsic Staff can read it.

Clearly mark the boundaries of your camp.

After Land Grab Day you must:

Be available to discuss land issues if Land Staff representatives visit your camp.

Ensure that your neighbors do not encroach on your allocated space. If there is a problem, please contact the Land Office via the Watch.

Make sure that the campers in your group do not encroach on your neighbors.

Notify the Land Office if an emergency requires you, as Land Agent, to leave the site for an extended period of time, update the "On Site Rep" field of land.pennsicwar.org website for your group to ensure that someone you trust is available to make decisions for your group.

Ensure that all members of your group are following site rules, especially those pertaining to treatment and use of site property. Your group can be penalized for these violations (e.g.: leaving fires unattended, digging sump holes of inappropriate depth, not filling in sump holes, leaving behind garbage, etc.). It is your duty to communicate and enforce these rules with your group.

Ensure that all members of your group follow all parking regulations. Failure of a person to do so may result in sanctions against their camping group.

XII. If there are problems with your group:

The Land Staff will talk to you as the representative of your group to resolve any issues

Where applicable, the Land Staff will hold you to the borders on the Final Block Map that you signed off on.

Entire groups or individual campers who do not cooperate or break the rules may have action taken against them, up to and including removal from the property. Past sanctions have applied to future years' attendance, block assignment, land square footage allocation.



Troll

TROLL REMINDERS

Registration information is best found in the websites maintained by the Pennsic Staff and by Cooper's Lake Campgrounds. Please consult those if you have pre-registration questions. Troll will be OPEN during the following hours:

Fri 7/28 9am - 12am (midnight)

Sun 7/30 8am - 10pm

Tue 8/1 8am - 10pm

Thu 8/3 8am - 10pm

Sat 8/5 8am - 10pm

Mon 8/7 8am - 10pm

Wed 8/9 8am - 10pm

Sat 7/29 12am - 10pm

Mon 7/31 8am - 10pm

Wed 8/2 8am - 10pm

Fri 8/4 8am - 10pm

Sun 8/6 8am - 10pm

Tue 8/8 8am - 10pm

Troll closes Wed 8/9 at 10pm

fraud and will result in your family's expulsion from the campground.

**** Pennsic Site Rule #11:** A parent, legal guardian, or notarized guardian must remain at the War for as long as the minor remains on site. No minor may be left unattended at the site.

**** Children 5 and under** receive wrist bands. Their medallions will be mailed to the registered home address after Pennsic ends.

Rides/Escorts: Please be aware that if you get a ride to the campground from someone who will NOT be attending Pennsic, they cannot drive you into the campground until we have someone available to escort them. Escorts are not available before noon on Sunday, July 30. An escorted vehicle will be allowed to stay onsite for no more than one half hour, solely to unload the camper's equipment. Escorted drivers MAY NOT stay to help the camper set up their tent and camp.

Merchants and those staying in the RV area are able to enter their spaces beginning at NOON Friday 7/28.

Refunds: Pre-registrations cannot be transferred to another person. If you are unable to attend Pennsic and are already pre-registered, you would need to request a refund from Cooper's Lake Campground prior to end of day on June 11, 2023 (for a refund less a \$5 handling fee).

Other Important Check-in Details

- No pets are permitted. Only fully trained ADA qualifying service animals – as defined by the ADA – are permitted at Pennsic.
- All service animals must be checked in at Troll by the Service Animal Liaison, who will be available between 8 am and 10 pm; please plan to arrive during these hours. To speed your check-in, you can submit a Service Animal form before you leave for Pennsic. Please see Disability Services for more information.
- We will NOT give out personal information at Troll. This includes who is on-site and where they are camped. This is a privacy issue; please respect it.
- You may not re-enter the site without your medallion or gate receipt! Remember to wear your site medallion at all times and to keep your gate receipt in a safe dry place. If you have a smart phone, take a picture of your receipt as an extra precaution.

Five Important Steps if You Lose Your Medallion

1. First - find your gate receipt and photo ID and carry them with you at all times.
2. Search your tent / pavilion / blankets. Search the last place that you remember having your medallion. Check your clothes from the evening before. Check the shower and other places where you might have taken the medallion off.
3. If you still cannot find your medallion: bring your gate receipt and photo ID to Troll and see if we have the medallion.
4. If we do not have your medallion, we will process your paperwork, and you will receive a special replacement item that you will affix to your body and will NOT be worn on your necklace or belt.
5. Parents, if your child loses a medallion or bracelet, bring your child and your own photo ID and receipt to Troll. Replacement ID bands/medallions will only be issued to minors who are accompanied by their own parent or legal guardian.

If you find a medallion please bring it immediately to Troll, or if Troll is closed, to the Watch Tent. Medallions may not be reclaimed from the Watch. Please check with Troll when we reopen the next day to Pennsic.

First Aid Point

IF YOU HAVE AN EMERGENCY

If you need in-camp emergency response, dial 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. Provide the campsite name, block, and the nearest Pennsic road intersection. Have someone waiting at that intersection to direct emergency personnel.

First Aid Point, located next to The Watch tent at the corner of Brewers' Road and St. Lawrence Way, is open 24 hours a day.

Services Available

- All services provided by ANY agency at First Aid Point are provided free of charge.
- First Aid Point is staffed by Ross West EMS personnel, who are on-site 24 hours a day for the duration of the Pennsic War. Doctors from Allegheny General Hospital are generally on-site from 9 am to 6 pm.

- Medical providers are able to provide treatment of both minor and more serious illnesses and injuries.
- If it is determined that the condition is life-threatening, or that it is in the patient's best interest to be seen in an emergency room, then the patient may be taken by ambulance to the most appropriate facility
- Patients with less urgent injuries or chronic illnesses will be evaluated and given the option as to appropriate care. Over-the-counter medications, sunscreen, and medical supplies are not available at First Aid Point. Some of these items can be purchased at the Cooper's Lake Camp Store.

Self Service Items

- Hand washing stations
- Adhesive bandages
- Ice packs
- Triple-filtered drinking water
- Misting tent

Treatment of Minors

Life-threatening injuries and illnesses will always be treated. However, the Commonwealth of Pennsylvania does not allow for medical personnel to treat minors for minor illnesses or injuries unless a parent or legal/notarized guardian is present. In any event, if you are in doubt, medical staff will evaluate the patient and will assist in making that determination.

For Those With Existing Medical Conditions

If you have a medical condition about which EMS personnel should be aware, we strongly recommend that you wear a commercially available Medical Notification/Alert bracelet or necklace at all times. Additionally, you should always carry any prescribed emergency medications with you. Carefully plan your medication needs prior to arriving to Pennsic. Prescriptions that are written out-of-state may not be able to be filled in Pennsylvania, and on-site doctors are not generally able to write prescriptions for existing medical conditions.

Note: The Pennsic War cannot provide refrigeration service for individuals needing storage of medications. If you must bring sensitive medicines that need refrigeration please take that into consideration when making your Pennsic plans.

Suggestions for a Safe and Healthy Pennsic

- Hydrate often with non-caffeinated, non-alcoholic liquids.
- Apply sunscreen often.
- Carry emergency medications with you and wear a medical alert tag.
- Sanitize, sanitize, sanitize! This includes food preparation. Wash your hands frequently.
- Keep lids closed on toilets to discourage disease-carrying flies. This also reduces odors, as the Porta-potties are designed to vent through an exhaust vent that runs to the roof.
- Above all else, bring your common sense to Pennsic!

WATER POINT

Covid has brought a number of changes including to how we assist folks with remembering to hydrate.

Please bring your own water bottles for activities.

We will have some Pennsic Cow Filters around the battlefield and other places, but Pennsic War will no longer be using water bearers to supply water to combatants. This will now be an individual and/or camp/household responsibility.

Questions about water, please contact the coordinator (Water 1)
THL Lady Catherine O'herlihy

Disability Services

Disability Services Coordinator (Caelfind of the Shannon)

To Check In: You need a government-issued photo identification, the entry fee (or additional funds if needed), and proof of membership if you are an SCA member. A printed copy of your preregistration scan code will speed your check in. You will also need to know the license plate number of your car (and trailer) for your parking tag.

**** We cannot issue a refund if you find your proof of membership after checking in.**

Checking in Minors: Anyone under the age of 18 years must be accompanied by a parent, a legal guardian, or a notarized guardian. A notarized guardian must be over the age of 21, and at the time of check-in must present an original, notarized (original seals, no photocopies or scans will be accepted) SCA "Minor Waiver and Consent to Travel/Medical Authorization Form" (often referred to as the "Florida Form"). One form must be fully completed by the minor's parent/legal guardian and duly notarized on both the top and the bottom portions, for EACH minor child. NO other minor waiver forms will be accepted.

**** You will be required to sign a waiver in the child's name before admittance. Lying on these waivers constitutes** Disability Services is located in the Town Hall tent, across from the Cooper's camp store.

We will open on Friday, July 28 at Noon, and will also be open daily from 9 am – 5 pm through Friday, August 11

If you use our services and have some free time, please come and volunteer. We will allow you to charge your cell phone while you are with us!

The Pennsic Staff welcomes the participation of those gentles with disabilities.

Services available through Disability Services include

- Camping Space
- Electrical Recharging for Medical Devices
- Requests for Accessible Porta-John Placement
- Signing Coordination of Requests

About ECV's and Electric Wheel Chairs/Scooters

Site Rule #19: NO bicycles, rollerblades, skateboards, mopeds, scooters or trail bikes will be permitted. ECVs and electric wheelchairs are permitted, however they are required to adhere to the posted speed limits in the campground. In addition, no trailer may be attached to any ECV or electric wheelchair in any manner. Capacity of these units shall be restricted to ONE person per unit.

Handicapped Parking Area

Handicapped parking is available in designated areas of the parking lots.

You do not need to register with Disability Services to park in the Handicapped Parking areas.

You will need to display your Pennsic car tag and a state-issued handicapped license plate/placard/hang tag in your vehicle.

Only those with state-issued license plates/placards/hangtags will be allowed to use handicapped parking.

All vehicles must be parked in either Handicapped Parking or regular parking. There will be no Medical Waivers issued. No exceptions!

Pre-Registering for Disability Services

Electrical charging for medical devices and scooters is available at several different locations around Pennsic.

Disability Camping and a few other campsites have electrical outlets. Electrical outlets in public areas, buildings, and Pennsic department tents are not for public use. Some departments may allow you to charge devices while you are volunteering for them.

If you will be camping in an area that does not have electricity and will need to recharge scooters or batteries for medically necessary devices, please visit Disability Services at Pennsic.

Please remember that power outages may occur, so a constant electrical supply cannot be guaranteed.

Handicapped-accessible Porta-john Placement

There are a limited number of handicapped accessible porta-john units, many of which will be placed in heavily traveled areas.

If you will not be camping in the Disabilities Camping Area and need one of these units near your campsite, you must let us know by July 24, 2023 so that we can try to honor your request. After July 24, please visit Disability Services at Pennsic.

Registering for Disabilities Camping Area

The Disability Camping area is the block just north of W03.

Disability Camping is limited to disabled individuals and/or those persons camping in the same tent(s) as them. It is your responsibility to set up and break down your own camping equipment. If you will need assistance, please make arrangements prior to arriving.

As with regular camping, you will be allotted 250 square feet per person.

Campers and RV's are not permitted in the disabilities camping area.

There are a limited number of electrical outlets to use for essential medical devices.

Each person wishing to camp in the Disabilities Camping Area **MUST** have:

Submitted a Disabilities Camping request by June 8, 2023. If you need a paper form mailed to you, please contact the Disability Coordinator.

Pre-registered for Pennsic with Cooper's Lake Campground by June 15, 2023.

Please note that you are **NOT** guaranteed space in the Disability Camping Area unless you have completed both pre-registrations and receive confirmation from Disability Services.

Service Animals

Please note, gentles with service animals are not required to camp with Disability Camping.

The SCA abides by all national, state, and local regulations regarding service animals.

Pets are not permitted on-site.

A doctor's letter does not turn an animal into a service animal.

Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA or the PHRA.

You must bring your service animal with you to Troll when you check-in.

Please consider filling out a Service Animal Information form online. The information requested at check-in is designed to help us make the experience as smooth and safe as possible for you and your animal.

Each service animal must be accompanied by a certificate of Rabies vaccination.

The handler is responsible for the care and supervision of his or her service animal.

Service animals must be housebroken.

Service animals must be harnessed, leashed, or tethered.

In the case (and only in the case) that these devices interfere with the service animal's work or the handler's disability prevents using these devices, **the handler must maintain control of the animal through voice, signal, or other effective controls.**

At Pennsic, pet owners **MUST** clean up all dog waste and properly dispose of it in a waste receptacle regardless of where the dog defecates (including in the weeds or bushes).

If a service animal behaves in an unacceptable manner or is perceived to not be in control, and the handler does not immediately control the animal, the handler may be required to immediately remove the animal from the site. (A list of local kennels will be provided upon request, but this is only a list of available facilities, and Coopers Lake / Pennsic staff are not making recommendations for any of these establishments.)

Unacceptable behavior of service animals includes, but is not restricted to, the following:

Uncontrolled barking, jumping on, or charging at other people or other service animals.

Turning away from the handler, when the animal's behavior poses a direct threat to the health or safety of others.

Service animal growling at other patrons or staff,

Defecation or urination onto the privately-owned property (tents, camp gear, etc.) or in the food court or other public or private establishments within Pennsic.

Pennsic and Coopers Lake are not responsible for the behavior or needs of any service animal, nor required to provide services for your service animal. Please anticipate all your service animal's needs including water bowl and water, poop bags, as well as all other needs such as medication and hygiene. If you have any questions about local services

in the surrounding community or have an immediate need while at Pennsic, please feel free to ask and we will assist as we can.

When using the dog run please be cognizant of other animals that may be there prior to your arrival. This is not a public dog park! You may need to wait your turn. Even at or in the dog run the owner/handler is still responsible for their dog's behaviors, and the dog is still required to be in total control by its owner/handler at all times. As always, pick up after your dog and properly dispose of all waste.

If you have any questions in reference to this policy, please contact the Service animal liaison

Signing Services

The Signing Service is available for the Deaf/HoH community for Kingdom/Baronial Courts, University Classes, Performances, Balls/Dances, etc. If you have a need for any signing services, please feel free to submit a request via the Signing Services Request form. If you wish to volunteer to be a communications facilitator, we would greatly appreciate your service. Please fill out the volunteer form so that we can add you to the availability list.

Pennsic War is celebrating its 50th Year!

Because of this, we are anticipating increased attendance and will need your help more than ever. While we have volunteers on site weeks before the event actually starts, setting up the infrastructure so that when we arrive, our own village is ready for us to have fun. It requires a lot of help when the event goes active and is entirely conducted by volunteers, from the Mayor on down. The tasks required to carry out such a huge enterprise are staggering.

Knowing this, I would like to say that Pennsic needs help from all of you! If you have ever wanted to know how something this large is run, volunteering is the best way to learn. If everyone gave an hour, there would not be enough jobs to go around. There are volunteering opportunities for everyone – walking, driving, sitting, tasks that will give you a workout, and tasks that are clerical. If you are as excited as we are about all the activities Pennsic offers, I implore you to please consider offering an hour or two of your time. My job is to find tasks that fit your abilities and benefit us all.

Volunteer Now!

Volunteering at Pennsic

Volunteer Coordinator (Baroness Isabeau Du Valle)

Use our on-line Volunteer Form to let us know what positions you would like to learn more about, or to sign up if you know which department(s) you are interested in working for before coming to War.

Volunteer Often!

If you already know what department you are interested in volunteering for, you can go online and sign up ahead of time.

Or you can go directly to that service point to sign up there when you get to War. If you don't, and just want to help where you're needed, locations with open shifts at the various service points will be posted every day at Volunteer Point in the Watch tent, as well as on the Pennsic War Facebook page, and you can always check in at the various service points.

Thank you for being willing to make Pennsic War go so smoothly for us all! I look forward to seeing and meeting many of you.

Volunteer Point

Volunteer Point is open daily from 9am to 4pm and is located at The Watch. Please stop in and sign up!

Baroness Isabeau Du Valle
Volunteer Coordinator

Welcome!

I hope you all are as excited about Pennsic 50 as I am! Pennsic is the largest event in the SCA, with a lot of different sights, sounds, and activities. For someone new it can be a bit overwhelming and can certainly raise a lot of questions! That's why we have several options to help you get settled on site and answer any questions you may have: from structured Newcomer classes through Pennsic University, to Newcomers' Point where you can drop in any time. Our staff and volunteers are committed to helping you feel at home once you arrive!

Newcomers' Activities

Newcomers' Point Coordinator (Baroness Margaret Lad (OP))

Newcomers' Point

Newcomers' Point is a place where Newcomers can sit down, grab some water, ask questions, and learn more about Pennsic and the SCA in general. We are also available to help Newcomers get involved with their local group after Pennsic.

Location: in the same Tent as the Pennsic Watch, on the corner of Brewer's Road and Dragon Trace, across from Troll.

Hours: Sunday, July 30th through Wednesday, August 9th from 10am to 6pm every day.

Newcomers' Class Track at Pennsic University

Every year we have a special Newcomers' track of classes offered through Pennsic University. These classes will mostly be geared towards those who are new to the SCA and Pennsic.

Please check online at Pennsic University Thing to see which classes will be offered each day.

Location: the Newcomers' Class Tent (A&S Tent #20), located at the corner of Chandler's Road and St. Lawrence Way, near the Great Hall.

Hours: Classes will begin on Wednesday, August 2nd through Tuesday, August 8th, and be scheduled during the hours of 10 am to 6 pm.

Newcomers' Social

The Newcomers Activities Staff will once again host a Newcomers' Social on Middle Sunday.

Newcomers are encouraged to come and meet other Newcomers, as well as Chatelains from around the Known World and ask questions.

Location: Newcomers' Class Tent / A&S #20

Hours: Sunday, August 6th, 1 - 2pm

Volunteering

For those of you who are not new to the SCA or Pennsic, if you are able to take a little bit of time to support these activities for our Newcomers, we will be incredibly appreciative. Let's work together to make Pennsic 50 amazingly special for Newcomers! For more information, or if you would like to volunteer to help, please send an email to newcomer@pennsicwar.org, stop by Newcomers' Point, or visit the Volunteer Coordinator under the Watch Tent.

Thanks for reading and I hope to see you during the event!

Baroness Margaret Lad, OP
Newcomers' Point Coordinator

Family Point

Family Point Coordinator (Mistress Leonete D'Angely)

All Family Activities classes, events, and activities follow SCA and Pennsic Rules regarding minors, including background checked youth officer supervision and the two-deep model at all times.

Family Activities are not to be construed as babysitting, and all youth under 10 still need to be supervised as per Pennsic policy. Parents/Guardians are responsible for their child's behavior and welfare, and must arrange appropriate supervision at all times.

Family Point

Family Point has programming focused mainly for children under the age of 10.

Family Point, located at the playground in the second tent from the road, is targeted towards gentles aged 3-9 and their caregivers, and is open each day from 9-12 pm and 1-4 pm with scheduled classes and activities. In addition to classes, there is a quiet space for coloring/art for those who may need a break from the playground or busy bustle of Pennsic.

Activities will be published in the Pennsic University schedule (TBA) and on the board at Family Point.

Classes/Activities at Family Point are generally scheduled between 9:00 am - noon and 1 - 4 pm, although some classes may run past 4 pm.

If you have specific questions on an activity, check with the staff at the activity location.

Family Lounge

The family lounge is a small gated and shaded space where caregivers of 0-2 year olds can gather and allow their little ones to play safely while taking a break or watching an older sibling play. This space will also feature age-specific meet-ups and discussions on parenting in the SCA. It is located between the two tents at the family point space at the playground.

Youth University

Youth University has programming focused on those gentles aged 9-14. While these guidelines are flexible, some classes have stricter guidelines due to safety or ability. Please observe these and consider the needs and abilities of your individual child.

YouthU is located in the outer tent (Family Point Tent 2) at Family Point/the playground and hosts classes aimed at 9-14 year olds.

While the age guidelines are flexible, some classes have specific age limits for safety/ability. Please observe these and consider the needs and abilities of your individual child.

We offer classes on a variety of historical and SCA-Cultural topics, including many hands-on crafts.

This space allows those in this age group to experience some freedom while taking age-appropriate classes. It also allows families the flexibility of supporting an older child while allowing a younger child to use the playground or take a Family Point Class.

Classes will be published in the Pennsic University schedule and on the board at Family Point.

Classes are generally scheduled between 9:00 am - noon and 1 - 4 pm, although there are some exceptions.

If you have specific questions on an activity, check with the teacher of the class, or the staff at Family Point, in Tent 1.

Also, you can leave a note for the coordinator, or email fpoint@pennsicwar.org.

At night, this tent will be transformed into our Teen/Tween Lounge.

Teen University

This track of classes is a chance for older teens and youth to try out a variety of classes on history, hands-on skills, and SCA culture.

Due to expected numbers of both teens and staff, Teen University will be located with youth university this year, at Family Point Tent 2, next to the playground. Classes will be clearly marked with age recommendations. We plan to return to the campus of Pennsic University for Pennsic 50!

While older youth are welcome and encouraged to attend any Pennsic University class, (except those clearly marked as 18+ because they involve alcohol, mature topics, or are in private camps) many gentles between the ages of 14-17 prefer a learning environment of their peers, and/or a lower stress or lower entry level opportunity to learn. These classes are geared towards older youth, and are often the exact same class as the instructor teaches in the regular university.

Please see the bullet points under Youth U for further information.

TeenU is located within the Pennsic University Campus, usually in AS6. Classes are aimed at 14-17 year olds.

While the age guidelines are flexible, some classes have specific age limits for safety/ability. Please observe these and consider the needs and abilities of your individual youth.

While adults are not prohibited from attending TeenU classes, we ask that Teens are given first opportunity in any limited size or supply class.

We offer classes on a variety of historical and SCA-Cultural topics, including many hands-on crafts.

Classes will be published in the Pennsic University schedule and on the board at Family Point.

If you have specific questions on an activity, check with the teacher of the class, or the staff at Family Point, in Tent 1.

You can leave a note for the coordinator, or email them fpoint@pennsicwar.com. This address will be checked during War.

Tween/Teen Lounge

After 7pm, the Youth University tent is transformed into a Teen/Tween lounge. Teens and Tweens Those gentles 12 and up may come enjoy our snacks, electricity for charging devices, and the company of those of a similar age. Some nights will have specific themes, while others will just be open hangout nights. Please see the activity descriptions for specific age guidelines for each night. These nights will be supervised by a background checked youth officer as well as a second adult. As in all spaces, bullying and harassment will not be tolerated. Parents/Guardians are responsible for their children's behavior at all times, and Family Activities Staff reserves the right to ask youth to leave. Check the Family Activities schedule for more details.

Volunteer for Family Activities

Providing age appropriate and engaging activities for those 0-18 requires lots of help! Family Point welcomes volunteers. Some volunteer positions do require the volunteer to be a background checked youth officer.

Family Point Supervisors - Whenever Family Point is open, there is a background checked youth officer on duty providing supervision and information. If you would like to volunteer for a 3 hour shift, please email family point, or sign up here. We try to set our supervision schedule before Pennsic, however, feel free to check in when you arrive to see if we have any cancellations or shifts that need coverage.

Family Point, YouthU, TeenU Teachers - We are still accepting classes for all of our age groups! You do not need to be background checked in order to teach, as we provide a background checked supervisor for all classes. You can sign up to teach by filling out this form.

Parent Meetups/Playgroups/etc - We are always looking for those willing to organize a meetup of parents of a similar age group, or round table discussion on SCA Parenting topics. Use the above teaching form to sign up!

General Help - We always appreciate help tidying our space, and other in-the-moment help. Feel free to check in with the supervisor on duty while you are at Point!

Other Activities for Youth

Known World Arts & Sciences Display and Youth Arts & Sciences Display

In addition to Family Programming, there are many other activities either designed for youth, or that youth can participate in. Check the webpage and/or the THING schedule (<https://thing.pennsicuniversity.org/>) for more information about each specific activity. This is not a comprehensive list!

Youth can participate in Thrown Weapons and Archery. See their pages for more info.

Youth Combat / Youth Rapier / Youth Theater, Choir, Band, and Commedia.

Known World Arts & Sciences Display and Youth Arts & Sciences Display.

Known World Children's Fete (Wednesday August 10th from 10-1 in the Great Hall)

Herald's Point

Heralds' Point Coordinator (Dame Juliana de Luna)

Heralds' Point will once again be doing name and armory consultation for any interested gentles. Please come find us if you'd like some help with a name, device, badge, household name ... just about any kind of book heraldry thing you might want help with.

We'll help research, conflict check, draw up the forms and armory, and ship it off to your kingdom submissions herald. You just pay your normal kingdom submissions fee; almost all kingdoms accept submissions through us. Please note that you will need to come back on a later date to approve your art and pay for your submission. If you need help with a branch submission, several submissions, a complicated or culturally specific submission, we'd really appreciate it if you come to the Point as early in the War as you can and ask about making an appointment.

Heralds' Point will be open for heraldic consultation

Wednesday, August 2 11 am to 5 pm

Thursday, August 3 11 am to 5 pm

Friday, August 4 11 am to 5 pm

Saturday, August 5 11 am to 5 pm

Sunday, August 6 11 am to 5 pm

Monday, August 7 2 pm to 8 pm

Tuesday, August 8 11 am to 5 pm

Wednesday, August 9 11 am to 5 pm

New customer sign-in will stop an hour before we close.

We will be open for pickups only on Thursday, August 10, from 11 am to 2 pm.

Volunteers of all kinds are always needed and welcomed. Greeters, warranted exchequers, artists/colorers, and folks to perform general administrative duties are needed as well as heralds to help consult and learn. Stop by just about any time to sign up or just come volunteer!

Pennsic Heralds Point is a great place to come and learn from a mentor how to consult, conflict check, and work with submitters. At 10:30AM, the heraldic staff will meet with you to discuss your mentoring needs and what kind of submissions you would like learn more about (armory or names). We can then align you with someone you can shadow and when the best mentor will be available that day.

All heralds, please join us at Heralds Point for the Known World Heralds Party, evening of Sun., August 7.

The Colleges of Heralds of the East, Midrealm, and Æthelmeare invite all heralds to join come socialize and meet fellow heralds from around the Known World! Light refreshments will be served.

Pennsic Information Services

Deputy Mayor (Baroness Brise Sanguin (OP))

Pennsic 50 is here!

Pennsic Information Services division is composed of Information Point, Lost and Found, Pennsic Town Criers, the Media Liaison, the Pennsicwar.org website, Pennsic Social Media (Facebook & Twitter), and the Event guide.

- Information Services Team

At Pennsic you can find us in the blue and white Town Hall tent, just in front of the camp store (see map):

Town Hall is the home of

- Information Point
- Town Criers
- Lost & Found

As well as:

- Disability Services
- Volunteer Point

Town Criers

Town Criers' operate out of the Town Hall tent, located across from the Camp Store.

Office hours are 11 am to 4 pm, starting Wednesday, Aug 2 through Thursday, August 10. When we are closed you can leave a message at Info Point.

We post notices on the 26 signboards stationed throughout the town areas of Pennsic. Signboards are located at many of the bus stops and intersections around the campground, so there is sure to be one you pass by daily. These are updated daily with information from the Mayor, Bus Routes, and Official Event Notices. Please do not take notices or maps off the boards – take a photo for reference if you'd like.

Voice Town Criers cry the camp with announcement, when we have volunteer heralds available.

To volunteer for crying the camp or working at the table, please see below.

Submitting Announcements

If you need an announcement posted or heralded, please see us during our office hours.

For advance approval before Pennsic, notices can be emailed to the Town Criers. They will take a look and approve notices or suggest edits before you spend time and money printing announcements, and putting them in sheet protectors.

About Announcements/Notices for Town Crier Boards

All Notices must be posted on the boards by the Town Criers. Any other notices will be removed. Please do not post notices yourself - bring them to us and we'll do the work.

Notices are for official Pennsic events only. If the event or performance is in the site book, and does not charge money, this is most likely an official event.

Notices should be delivered to the Town Criers office no later than three days before the event/performance date. We prefer to keep notices posted for least two days.

Volunteers

We need volunteers to cry the camp.

We also need Desk Volunteers to help with the paper postings. Spend your volunteer time in a shaded chair with a

cool breeze blowing and we have places to recharge electronics while you volunteer!
You can email us about volunteering in advance or sign up at the Town Crier table in Town Hall.

Information Point

Information Point will be open from 9 am - 6 pm starting on Friday, July 28, and closing at noon on Friday, August 11. We are the folks who have the answers or will help you find them.

We can help you find a group's campsite, a specific merchant, or a type of merchant.

We have the up-to-date Pennsic schedule with any changes.

We have local phone books, and the local weather forecasts.

We post the names of those who have messages from the **Emergency Phone Line: 724-636-1500**. Please tell people at home to **call only in emergencies**. Callers must leave a message with your full modern name, your SCA name, the name of the group you are camping with, and the block number. (Make sure they know how to spell all these names!) Message recipients' names are posted on the message board in front of Town Hall - please be sure to check it regularly. We can only attempt to deliver a message in the event of an extreme emergency.

Lost and found (at info point)

General Lost Items: If you have lost an item, please come to Town Hall/Information Point during open hours (9 am to 6 pm) to see if it has been turned in. Tradition holds that if you are reunited with your lost item, you work a shift at Lost & Found as a thank you.

General Found Items: Please turn in found items at Town Hall/Information Point during normal open hours (9 am to 6 pm).

Specific Lost Items: If you have LOST a Cellphone, a Wallet containing Identification, Vehicle Keys, or Medications OUTSIDE of regular Information Point hours please make your way to the Watch Tent (see map) and notify them of your lost items and your contact information. If your items are turned in we will do our best to re-unite you with them.

Specific Found Items: If you have FOUND a Cellphone, Wallet containing Identification, Vehicle Keys or Medications OUTSIDE of regular Information Point hours please make your way to the Watch Tent (see map) and deposit the found items with them. The Watch will contact the appropriate persons and efforts will be made to re-unite the items with their owners. We Strongly Suggest that you change the Lock Screen on your phone to DISPLAY your modern name during Pennsic to facilitate the return of your phone should you lose it.

Battlefield Lost and Found items: Items found on the battlefield will be taken to the Marshals' tent on the battlefield. Please check there for lost fighting items. If you are looking for items that were lost last year, please check at Information Point during normal operating hours.

Lost and Found Auction

Location: Great Hall Date: TBA

Event Safety

Deputy Mayor (Sir Edmund Dracatorr, Viscount)

Watch Commander (Tommaso Valeriano (OP))

EVENT SAFETY "THE WATCH"

Pennsic Event Safety staff are here to support you in having a memorable event.

The Watch tent is located across from Troll, at the corner of Dragon Trace and Brewer's Road (see map). Please feel free to visit with any questions or concerns you may have.

First Aid Point is just next door on Brewer's Road, and is staffed around the clock with EMS support. Should you need immediate help, flag down any Pennsic staff member, or call 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. The dispatch center will notify our on-site medical support staff to respond. Please give an accurate description of your location and the condition so we can get there quickly to help.

Here are some quick highlights to ensure that you all have a problem-free vacation:

Refer to the Site Rules and Site Policies in the Event Guide, as they are designed to keep everyone safe.

Remember to keep track of your children and belongings, always.

Report any suspicious behavior to any Pennsic staff member.

Follow all Traffic and Parking rules, as we really hate towing your vehicle.

Roadways must always stay open for emergency vehicles.

Please ensure you leave no unattended fires.

Stay hydrated and use sunscreen!!

As we have always asked in the past, please remember the ideals of our Society and treat each other with courtesy and respect.

We look forward to assisting you in whatever way we can and greatly appreciate your support in helping us make this a safe and fun vacation for everyone.

Watch Volunteers

We welcome volunteers for cart patrols and some support positions at Watch Point. Stop by and sign up. You must be 18 years of age or older and have a valid driver's license if you want to drive a cart.

Children at Pennsic

All Parents are asked to read the site rules regarding children and minors at Pennsic. (Site rules are also in the Pennsic Event Guide given to all attendees.) The Watch and Pennsic are not a babysitting service. Please take care of your children and please remind them of curfew rules.

Parking and Towing

Good Gentles,

There have been changes to the parking and towing policies for Pennsic 50; which reflect updates to improve everyone's experience and to ensure clarity and safety for all attendees. Please take a moment to review these policies which will also be included in the event guide once it is available. Lack of familiarity with these policies is not an excuse to evade enforcement. Final decisions regarding enforcement of these policies is that of Pennsic Staff in coordination with the owners/operators of Coopers Lake Campground.

TRAFFIC & PARKING POLICIES

All Vehicles shall be removed to the parking lot area within six (6) hours of first arrival (as noted on your vehicle's "hang tag" provided when you troll in). This time is provided in order to facilitate orderly unloading of your vehicle into shelter when you first arrive. After six (6) hours have elapsed, your vehicle is no longer allowed to be parked within camping areas of the site and must be only parked in designated parking areas. **There is no disability exception to this rule.**

For purposes of this policy, "parked" is defined as the vehicle being at rest, without active interaction for loading/unloading of the vehicle. Vehicles used for "town runs" or for transporting combatants to combat areas may be temporarily stopped in camping areas (off of the roads) with hazard lights active in order to allow for loading/unloading.

Vehicles may not be left in camp. **There is no disability exception to this rule.**

We ask that when loading and unloading, if you are unable to pull into your camping area that you park on the EAST (towards I-79) and NORTH (towards the main parking lot) sides of the streets. By parking on only one side of each street, you will ensure that other vehicles and emergency vehicles are able to pass. Upon completion of loading/unloading, vehicles are to be move to the parking lot.

All vehicles must obey posted speed limits throughout the site.

All vehicles in motion after sunset must have headlights (not just parking lights) turned on.

LATE NIGHT ARRIVAL:

Vehicles that arrive on site one hour prior to closing of troll may be parked for the night in the camping area. The vehicle must be completely off the road, near the camp of the vehicle owner, until 6am. However, after 6am has arrived the vehicle must be moved to the parking area in accordance with standard policies (i.e. by noon of the day after arrival).

NO "PARTY HOPPING" IN VEHICLES:

This practice, defined as the use of a motor vehicle to travel and/or transport a person or persons within the campground, to or from any and all types of events, whether the driver has or has not consumed alcohol, is dangerous, and prohibited. A person or persons found in violation of this policy, including the driver/owner of the vehicle and all passengers are subject to immediate expulsion (without any refund) from the Pennsic War Event. The roads need to be clear for emergency vehicle access.

OVERSIZED PARKING:

There is a separate area in the parking lot for trailers and oversized vehicles (trailers, trucks, buses, campers, RV's, etc.); please park such vehicles in these specially marked areas. All oversized vehicles and trailers must be parked in these lots or they will be subject to towing. This is to allow the large number of anticipated vehicles to fit in the parking lot this year.

NO REGISTERED MOTOR VEHICLES IN CAMPING AREAS:

Registered Motor Vehicles (including Motorcycles) may NOT be parked in any camp, even if covered with tarps or other camouflage. No one may live in a registered motor vehicle other than those in RV Camping. There is no disability exception to this rule.

RV CAMPING:

RV's have their own camping area and regulations. Arrangements for RV camping must be made through the Cooper's Lake Campground.

USE THE PARKING LOT IN A FAIR AND COURTEOUS MANNER:

In all lots, please park only within the designated rows. Cooper's Lake Management reserves the right to tow all illegally or improperly parked vehicles without prior notice. There is a posted 10 MPH/16KPH speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions.

If leaving site, disability assist equipment such as scooters may be left in the scooter parking zones designated near each handicap parking area. This equipment may not be left in a parking space unattended. If found, equipment may be moved by staff to free up the parking space for other attendees. Pennsic or Coopers staff are not responsible for damage to mobility assist equipment which is improperly left in parking areas

DISABLED/STUCK VEHICLES:

If your vehicle breaks down in the middle of a road or parking area on the Campground, or becomes stuck in some fashion, please leave a note on the dashboard identifying the issue and the time it occurred and then immediately report the breakdown to the Watch Tent. Unreported disabled vehicles that are improperly parked or block access as described in these policies, will be towed, without notice, at the owner's expense.

Should your disabled vehicle need extraction, contact the Cooper's Lake Campground (CLC) WAR ROOM for determination if assistance/towing is possible. Due to increased use of plastic in car construction, CLC may decline to tow/extract your vehicle, if in their opinion, an unsafe or damageable condition exists or may occur.

If your vehicle is declined for towing/extraction, you will be required to contact a commercial towing company and follow the instructions set forth in RENTALS AND DELIVERIES section of this document.

TOWING POLICY

Vehicles which block essential services such as Porta-Johns, Pennsic War facilities, Cooper's Lake Campground facilities, or park in specifically marked "no parking" zones, or whose driver, passenger(s) or other attendee(s) remove road barricades on closed roads, or block or otherwise obstruct the ability of emergency services to perform their task or the Bus to pass, the vehicle in question is subject to immediate towing without any prior notice.

Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice. A warning may be provided based on the judgment of Event Safety personnel, but is not required.

All costs of towing vehicles shall be the responsibility of the Owner/Operator of the vehicle in question.

TOWED VEHICLES:

The Watch will have a list of all towed vehicles and which towing company is holding them.

It should be noted that attendees whose vehicles are repeat violators may be ejected from the event as an alternative to towing.

MARSHALLING CONVENTIONS FOR PENNSIC L

I. GENERAL RULES PERTAINING TO ALL MARTIAL DISCIPLINES

The Principal Marshals for Pennsic L are Duke Sir Timothy (Marshal-In Charge), Sir Olaf Haroldson, and Duke Cellach macChormach. Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat related activities at Pennsic War lies with the Marshal-In-Charge.

Note: Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East, and subject to the approval of the Marshal-In-Charge

As a baseline, all martial activities will follow the Society-wide rules pertaining to the various martial disciplines. All participants are expected to know and follow the Society rules. If you need to reference anything, you can find all the relevant manuals at the marshal's resource page on the SCA website (<https://sca.org/officers/marshal/>). We'll also have copies of these manuals at the appropriate marshaling points.

The below marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALLING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review after that battle. Until the Review, the marshal's decision will stand and be enforced. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshal's Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder

of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes, but is not limited to, non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 50 must be authorized to fight. Authorizations may occur at Pennsic. People wishing to authorize in a primary or secondary weapons form must have a marshal from their kingdom present at Marshal's Point, with the required paperwork for their kingdom. In addition, primary authorizations must include one of the Principal Marshals or their specifically appointed representative. Authorization bouts will be fought on the list just in front of the appropriate Marshal's Tent during posted inspection hours only.

All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you. Fighters may present a digital copy of their authorization card.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues.

Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from participating in any combat or combat-related activities for the rest of the Pennsic War.

When a hold is called, all fighters should echo it. All fighting will cease, and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who having been warned still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field.

Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations with and introductions to your noble opponents are highly encouraged.

HEAT CONVENTIONS

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 103. The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 103 prior to the battle start time, then the battle is cancelled. If the heat index reaches 103 during the battle, then the cannon is sounded and the battle is concluded. There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as is (i.e. if two of four passes are completed at cancellation then two War Points are awarded to the winners of those passes). No discussion or notification to the Crowns is required by the marshals: the marshals will end the battle. Activity will resume when the heat index drops below 103. Only the Marshal-in-Charge can reopen the fields.

Armored Combat

II. ARMORED COMBAT

MARSHAL'S TENTS

Four marshal's tents will be set up near the main battlefield for Lost and Found, Inspections, Combat Archery and Marshals' Meetings.

The Lost and Found tent contains armor lost and found during and immediately after each battle. If armor is not claimed by the end of Pennsic War, it will be turned over to the main Lost and Found and may be claimed during the following Pennsic War.

The Inspection Point tent is the site of all on-the-field armor, weapons, and thrown weapon inspections.

The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.

The Marshals' Meeting tent is the site of the Marshals' Review after each battle and the Marshals' Meetings before each battle. It also contains the marshals' sign-up list and will be used for any marshal meetings or marshal gatherings.

INSPECTION POINT

Hours of operation will be from 9:00 AM until 4:00 PM, starting Wednesday August 2, 2022 and running daily until 15 minutes prior to the start of the last battle on Friday August 11th. The Inspection Point tent will close 15 minutes before each mass battle, and 30 minutes before the woods battle, to allow time for everyone to get to the Battlefield on time. It will remain open during the Champions' Battles at the discretion of the Earl Marshals of the Middle, Aethelmarc, and the East, provided there are sufficient volunteers. Kingdom Earl Marshals wishing to perform in-camp inspections of their kingdom's troops should contact the Marshal-in-Charge.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected, and must mention the issues raised in the previous inspection. A roster of failed inspection will be kept, and fighters being re-inspected should make sure their name is removed from it.

Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint. The inspection sticker and tag remain the property of the Pennsic War and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat and will be referred to their Kingdom Earl Marshal for further action.

GENERAL ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Principal Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

PENNSIC WAR 50 SPECIFIC WEAPONS STANDARDS

Maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The Tip end of the shaft must be capped with a Schedule 40 PVC pipe cap or equivalent to prevent the shaft from penetrating the tip.

Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass-shafted spears.

No experimental weapons.

No punch daggers, T-grips, shovel handles, or offensive shield bosses.

No passive shields are allowed; a hand must control the shield.

No hinged shields or flexible shields are allowed.

No more than one hand may be used to hold or control a shield.

Shields may be grounded. Only one shield per person is permitted.

All shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.

Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.

No thrusting shields are allowed.

Javelins must be a minimum of three feet in length and constructed in accordance with Society standards.

They may be used in any designated battles.

No polypropylene swords are allowed.

ARMOR AND WEAPON INSPECTION

All armor and weapons must pass inspection before they may be used in any combat at Pennsic War 50, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point

tent. You will need to prove you are an authorized fighter to get inspected. In addition, the Earl Marshals of each kingdom after consultation with their crown may provide in camp armor inspections and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the inspection point, unless a principal marshal makes an exception.

GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the following rules about behavior on the field:

Striking an opponent with excessive force is forbidden.

All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.

Each fighter shall maintain control over his or her temper at all times.

Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.

A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)

Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.

A fighter shall not deliberately strike a helpless opponent.

Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent.

However, the opponent may ask the marshals to let the fight continue.

Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.

Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.

Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.

Intentionally striking an opponent outside the legal target areas is forbidden.

The following rules and conventions specific to Pennsic shall also be used:

Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.

Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engineers. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.

Siege engines will be allowed in designated battles.

No declared death from behind.

No thrusts are permitted to the side, back, or top of the head.

Striking from behind is forbidden.

Charges: Per Society rule, you may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run blindly at your opponent without seeing where you are going and in any sense be controlled.

All helms must be obviously marked on the front and back with the color denoting the side for which they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.

Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e. a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs, one shot delivered in passing is allowed to the fighters passing and being passed.

ENGAGEMENT

Before you may strike your opponent, you must make them aware of your presence and intent by gaining engagement. This happens when you have made eye contact with your opponent and they have acknowledged you as a threat by reacting to you in some way (examples include, but are not limited to nodding at you, reacting defensively to you, going on guard against you, or blocking a light blow).

If an opponent seems to be ignoring your attempts to attract their attention you may NOT proceed to attack them. They may simply have felt they were bumped by their own team, not heard you, or already be engaged. In such an instance, you may continue your attempts to gain engagement, as well as fouling their weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety. Deliberate refusal to engage an opponent is grounds for removal from the battle. Deliberately striking from behind without gaining engagement is likewise grounds for removal.

Fighters attempting to disengage from an opponent are considered engaged until they have passed beyond the length of their opponent's weapon(s).

Combat Archery

III. COMBAT ARCHERY

The Combat Archery Marshal-in-Charge is Frederick Swartz alder.

The Combat Archery Inspection Point will open on Wednesday, August 2 at 9:00 AM. Hours are generally 9:00 AM TO 4:00 PM daily until the last day of battles.

All combat archery equipment and procedures must be legal based on current Society rules.

PROHIBITED EQUIPMENT AND FEATURES

These items are specifically prohibited at Pennsic War 50:

Hand slings.

Stone bows.

Small pistol-style crossbows.

Forward- or rear-style pistol grips.

Combat archery crossbows which utilize a mechanical advantage cocking lever. ("Goat's foot", "cord and pulley" and "belt and claw" systems are a few examples.)

Repeating crossbows.

Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one).

PVC bows or PVC crossbows.

Non-Society-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids.

Compound bows and compound crossbows.

Moreover, NO experimental combat archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic War 50.

We need volunteers to serve as inspectors and scribes. If you or someone you know would be good at inspecting or scribing, please come up and get trained! In order to inspect combat archery equipment or ammunition you will need to go through orientation, which takes about twenty minutes and includes a review of ammo/equipment inspection processes (to ensure consistency) as well as the proper way to fill out the Pennsic inspection forms. Oriented Combat Archery Inspectors will then be issued a Pennsic War 50 Combat Archery Inspector badge, which will quickly identify what they are allowed to inspect at Pennsic War 50. Wear this badge anytime you

inspect CA equipment or ammo. Inspectors can choose to inspect only specific categories (such as fiberglass ammo but not tubular ammo, or just ammo but not bows or crossbows). While it helps to be a CA Marshal in your home kingdom, it is not required.

Anyone who shoots combat archery ammunition is responsible for seeing that the proper initial and post-battle inspections are done. Please check, sort and repair your ammunition before bringing it to Inspection Point. In order to help ensure a safe and healthy war for all, all combat archers at Pennsic War 50 need to

read all these regulations.

Anyone may bring combat archery bows, crossbows and ammunition to be inspected. If we need to find the owner, we'll come ask you for help finding them.

INSPECTION PROCESS

All armor inspections shall occur at the Armor Inspection Point.

All initial Combat Archery weapon and ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours (usually 9:00 AM to 16:00 PM daily). The Combat Archery Inspection Point will be open the same hours as the Armor Inspection Point. Any changes in the inspection hours will be posted outside the Inspection Point as early as possible and will supersede the hours posted in the Pennsic event guide.

Ammunition shot will not be inspected for use in consecutive heats of the same War Point. Tubular ammo may be inspected by the owner and reused immediately. We are going to attempt to reinspect non-tubular ammo between non-consecutive heats of battles where combat archery occurs. We'll assess the viability of that as the War goes on.

All arrows or bolts must be inspected for a specific day's use and be marked with the "color of the day".

All combat archery ammunition must have a printed label (not handwritten) with the owner's name and kingdom affixed to it. The label must be in English utilizing a legible/readable font and be completely covered with clear packing tape. NO reinforced or strapping tape may be used to cover the label.

If the combat archery ammunition is group ammunition, the group name can be used in place of the owner's name. If the group name is used, a point of contact within the group is required. Specifying the kingdom is mandatory on all labels.

It is strongly encouraged to get your Combat Archery ammunition inspected AT LEAST one day before any battle, since showing up on the day of the activity will likely result in insufficient time to have equipment inspected.

Inspections will officially cease 45 minutes prior to the posted start time of any battle so that the marshals have time to get ready for the battle. We'll stay open if we have the staff for it.

The Pennsic Combat Archery Marshal-in-Charge, their deputies, and approved designees may inspect all Combat Archery equipment and ammunition to the above "Pennisic standard", which supersedes any kingdom-level standard. Any decision may be appealed in the usual manner.

RULES SPECIFIC TO COMBAT ARCHERY

On the Field

All bows, crossbows, and ammunition shall meet, at minimum, all Society standards for construction. They must also meet any additional restrictions described in this document, or restrictions declared by the Pennsic War Combat Archery Marshal-in-Charge as needed. As with any weapons form, an archer may yield to an opponent, and archers should feel free to loudly express their "dead/yield" status. Courtesy taps delivered by an opponent should be accepted by the combat archery combatant as the gift they are. Likewise, an opposing fighter throwing excessive or repeated blows into a "subdued/dead" opponent will face disciplinary action. Targeting of the back of an individual (alone or in an organized unit) is prohibited. A cluster of folks may be targeted within 180 degrees of the direction the group as a whole is facing, and a rearward facing opponent shot thusly should accept the strike. This applies equally for an opponent who has rotated after release. The actual specific targeting of the back side of any individual is prohibited. There is no limit on the amount of ammunition an archer may carry unless defined in a specific battle scenario. All Combat archers must remove ammunition from crossbows and hand bows when a hold is called. Crossbows may remain cocked. Archers may nock at "Make Ready" and fire at "Lay on".

Bow/Crossbow using Fiberglass Shafts

A hand bow shooting fiberglass arrows must not exceed the Society maximum pull at 35- pound pull at 28-inch draw. The hand bow must be designed/constructed to safely draw 28 inches or it cannot be used in SCA combat. A crossbow shooting fiberglass bolts must not exceed the Society maximum 600 inch-pounds rating. Any bow/crossbow that is allowed to shoot fiberglass ammunition may also use any tubular ammunition approved for use at Pennsic.

Bow/Crossbow using Tubular (Sil-o-Flex or Equivalent) Arrows

A hand bow that measures over 30 pounds pull and less than 50 pounds pull is considered a heavy hand bow and may only shoot tubular ammo. A heavy hand bow must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow. A crossbow that measures greater than 600 inch-pounds and less than 1000 inch-pounds is considered a heavy crossbow and may only shoot tubular ammunition. A heavy crossbow must be marked with a 4-inch-wide band of red material (tape, cloth, etc.) that goes completely around the right-hand side of the prod as viewed by the archer.

POST-BATTLE SORTING

After ANY Pennsic sponsored battle, ALL Combat Archery participants are required to help collect ALL arrows and bolts (not simply their own) and bring them to the designated area for re inspection (likely SOUTH of Battlefield just outside the boundary).

The Process: After each battle, all fiberglass ammunition shall be placed in one pile & all tubular ammunition in another to facilitate re-inspection by the marshals. The piles should then be subdivided by bolts and arrows, forming four piles. Combat archers, not marshals, will then divide the piles by owner, so cooperative help is appreciated at this critical juncture. Once an owner claims a pile is likely complete, marshals will begin the re-inspection process for ammunition integrity as quickly as possible. Be sure you do not remove your arrows or bolts from the field until they have been inspected and marked for the next battle, as it is vitally important that we ensure the safety of all ammunition as well as discover incidents of failure, if any. This process

should also reduce loss due to theft as any ammunition noted as heading “away” should be suspect and questioned.

Note: If you are unable to help with the sorting/inspecting process, you must designate someone to take care of your ammo in your place. Scheduling occasionally requires you to be elsewhere, but do not abandon your ammo; it will not get inspected without someone claiming it.

OVERPOWERED AND NON-INSPECTION WARNING

Anyone using fiberglass-shafted ammunition in a heavy bow or heavy crossbow will be banned from all fighting activities for the rest of the Pennsic War and will be subject to other disciplinary action via the proper Armored Combat Violation Review procedure. This will result in a trip to Marshals’ Review at the least.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of the Pennsic War will prompt immediate removal from the battlefield and will be subject to other disciplinary action, including a potential fighting ban, via the proper Armored Combat Violation Review procedure.

Notes: Play safe and fair. We have a specialized weapons form that requires specialized skills, understanding and accommodations. Please play responsibly. Help clear the field after battle – many hands make light work.

Thank the marshals, both CA and otherwise. They give freely of their time so YOU can play. Lastly, consider becoming a marshal-in-training. You can find no better place to “see it all” than Pennsic. As our community grows, so too must its Combat Archery marshal corps and you are welcome to be a part of that growth. Come to the Combat Archery Inspection Point to volunteer!

Siege Combat

Captayne General of Artillery (Baroness Kathryn Ramsey)

IV. SIEGE COMBAT

The Siege Combat Marshal-In-Charge is Chebe.

Official siege activity at Pennsic War 50 will be limited to the Main Battlefield. In case of disputes, the Pennsic War 50 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below. For the battles in which siege will take place, please see the Battlefield Schedule. See the Pennsic University Class Schedule for the siege-related classes.

Note: There may be additional changes to scenarios, rules, and schedules; these will be posted at Inspection

Point.

All siege marshals must wear eye protection such as protective shatterproof eyewear or a helm. Siege marshals should wear a standard black marshal's tabard and carry a marshal's staff. If you are going to marshal in armor wear a marshal's tabard over the armor. If wearing a helmet, a drape or other distinctive marking is required to differentiate you from a fighter on the field. Please be at Marshal's Point 45 minutes prior to any battle you will be marshaling. All meetings for siege marshals will be posted at Inspection Point.

SIEGE AMMUNITION DAMAGE

Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista bolts, all of which are colored yellow) will be judged fatal upon striking any legal target area and will kill through shields if the shield is being carried. Siege munitions are considered spent upon striking a weapon, a fighter, the ground, or a battlefield structure. Only the first fighter hit is dead.

Pavises (grounded shields not supported by a combatant) are destroyed by a single hit from siege engine ammunition. Combatants behind the pavis are not killed.

Small arms munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as Combat Archery projectiles.

WHEN A HOLD IS CALLED

All holds will be general holds for siege engines unless a scenario specifically designates local holds for artillery.

An engine may not be loaded during a hold, and any munitions must be removed from the engine until "lay on!" is called. If the engine is already cocked it may remain cocked unless the engineer chooses to uncock it, or a siege marshal asks that it be uncocked. During long holds, decocking is advised if it is safe to do so.

If an engine is cranking the string back when a 'hold' is called, it must be safely returned to a non-cocked state. For engines that can stop the cranking at any point, such as with use of a ratchet, they are to stop once hold is called and not resume until "lay on!" is called.

The crew of an engine shall not fire its ammunition once a hold has been called. Violations will result in both the engine and crew's removal from the battle and possible disciplinary action.

ENGAGEMENT

All fighters are engaged with siege engines at all times during a battle no matter which way they are facing.

Direct fire weapons shall not be discharged against personnel at a range of less than 30 feet or in such a manner as to willfully allow the projectile to leave the battle area proper or to land in designated unsafe zones.

No engine will be discharged while any non-crew person is within a 5-foot range of moving parts. Larger safety zones may be designated where necessary.

DESTROYING SIEGE ENGINES AND STRUCTURES

When engaging an engine or structure, do not strike or thrust at it with a handheld weapon! The proper way to destroy these weapons is to safely approach the engine or structure, lay your weapon on it, and declare "this weapon is destroyed". This shall be done in a safe and deliberate manner, not in a rush or while engaged with any other opponent. Anyone found intentionally striking a siege engine or structure will be removed from the field and possibly face further action, such as a Marshals' Review.

Active combat should not take place within five feet of an active siege engine. If this situation arises, a hold will be called and the engine declared destroyed.

Siege engines can be destroyed by 3 hits from a ballista bolt, 3 hits from a 4-tennis-ball rock, or 1 hit from a 1-pound rock unless a scenario has other rules. Siege towers are only destroyed by 3 hits from a 1-pound rock.

CREW REQUIREMENTS

Anyone crewing an engine in combat situations must be authorized in siege combat.

Crew members wishing to defend an engine may do so as long as all action takes place at least five feet from

the engine.

Siege personnel may choose to leave the engine and fight if they wish. Remember, if the number of crewmembers at the engine goes below the minimum number required for that class of machine, it may not be operated.

Siege engine crews are to be treated as any other fighter on the field. If they are authorized for other weapons forms and have a secondary weapon, they may use it. If not, they may be killed as an unarmed opponent; if they yield, do not strike them.

SIEGE ENGINE INSPECTION

Preliminary inspection of the engine shall be made before any shots are fired. This inspection checks for structural integrity of the components of the engine. This structural inspection is done according to the specifications published in the Society rules.

The operational demonstration phase of the inspection shall, at minimum, consist of four shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These four shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters) down range. The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path down range, though a curving path due to a crosswind is acceptable.

Static inspection for stability of the engine, mechanical observation of the framework and the mechanism shall be made after the firing.

The crews of direct fire engines should be willing to receive a shot from their engine at minimum range, while in armor, should it be requested.

SIEGE TOWER AND OTHER STRUCTURE INSPECTION

Inspection will include, at a minimum, structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile. Please refer to Society siege rules for approved structure construction methods.

If you are planning to bring a siege structure, make sure that the Siege Marshal-in-Charge has been informed of it and the structure is inspected prior to a battle, so you do not bring it miles and miles and then find out that it will not be allowed.

AMMUNITION INSPECTION

All ammunition must now abide by the half-inch rule: it may not penetrate a face grille by more than a half-inch. Ballista bolt fins must use materials or techniques that abide by this rule.

All missiles must be inspected for that day's use and must be marked with the color of the day.

Your siege ammunition is inspected when your siege engine is inspected. You can also have your siege ammunition inspected at Inspection Point if there is a siege marshal present. Check the postings at Inspection Point for specific times. Siege ammunition inspection will also take place on the Battlefield immediately after a siege battle.

All siege ammunition must be labeled with the owner's name, group, and kingdom in English on a printed label. If a group owns the ammunition, then use the group's name and kingdom.

After each battle that uses siege ammunition, the bolts, rocks, and other approved siege projectiles will be re-inspected for the next day's battle and marked with that color of the day. Please help clean the field and bring all siege missiles to a designated spot to be re-inspected.

Siege ammunition inspections at Inspection Point will cease 45 minutes prior to the posted start time of any battle.

Rapier Combat

Rapier Coordinator (Maestra Mirabi Sitt Al-Sirr)

V. RAPIER COMBAT

The Rapier Marshal-in-Charge is Don Simon Caminante. He will be assisted by Don Griffith Davion and Maestra Mirabai Sitt al-Sirr.

INSPECTIONS

Rapier Tent hours of operation will be from 9:00am - 4:00pm starting on Wednesday August 2 and running daily until 15 minutes prior to the last battle on Friday August 11th. The inspection point will close 15 minutes prior to all mass battles, and 30 minutes before the woods battle.

All inspections will be made by a marshal from the rapier combatant's home kingdom. If there is no marshal from that kingdom present, then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done on the field every day before engaging in combat of any form.

Since weapons and protective gear need to be inspected every day they will be used, we are not going to require inspection stickers for rapier fighters this year. However, to participate in any form of rapier combat, you must keep your Pennsic medallion and accessible.

CUT & THRUST RAPIER

Fencers interested in practicing Cut-and-Thrust rapier may do so on the rapier field using the Society rules or their own kingdom's C&T rules. Fencers wishing to practice C&T must be supervised by a marshal warranted in C&T.

YOUTH FENCING

Minors wishing to participate in youth fencing activities must first see the Youth Rapier Marshal-in-Charge, accompanied by a parent, court-appointed legal guardian, or notarized guardian to complete necessary paperwork. The guardian must be on the field during youth fencing practice.

PENNSIC WAR 50 RAPIER CONVENTIONS

These rules establish standards and conventions for rapier combat at Pennsic for all rapier activities. Kingdoms sponsoring other rapier events at Pennsic will employ these rules at minimum and may add additional rules specific to the kingdom hosting the tournament. These rules are designed to promote safe rapier combat at Pennsic, and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

General Information

Rapier combat shall be conducted in accordance with the rules of the lists of the SCA, Inc., the Society-wide rules for rapier combat in the SCA, and these rules.

Per the Society-wide rules for rapier combat, all fencers, prior to every combat or practice, shall ensure their equipment is safe, in good working order, and has been inspected that day by a marshal authorized to inspect rapier gear. At Pennsic, such inspection must be performed a minimum of once per day by either a marshal from a fencer's home kingdom to that kingdom's standards or, if a marshal from that kingdom is not available, by any marshal to the specifications described in Society rules.

Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. Such violations include, but are not limited to, non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants. Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. If someone is so removed, the parties involved must go to the next Marshals' Review.

Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.

Use of Weapons and Parrying Devices

Valid blows are performed by:

Thrusting with the point of the blade (thrust)

Sliding the edge of the blade by pulling (draw cut) or pushing (push cut) a minimum of 6" across the target.

Placing the tip of the blade upon, and then drawing it (tip cut) a minimum of 6" across the target.

Spears may be used for thrusts only; spears may not be used to deliver any other type of blow, including cuts.

Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade grasping is not permitted in any War Point event. The use of blade grasping in other rapier activities shall be at the discretion of the marshal in charge of a particular melee or tournament.

Parries may be performed with weapons, parrying devices, the gloved hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field.

Blades

There are three classes of rapiers in the SCA: light rapiers, heavy rapiers, and cut and thrust blades.

The use of light rapiers is prohibited in any War Point battle. Any blade in a given rapier class may be used against any other blade in that same class, but not against blades of the other classes. An exception to this are those blades that pass the flexibility standards as legal for both heavy rapier and C&T. These blades may be used in both styles of combat, i.e. heavy rapier and C&T. Check with the Rapier Marshal-in-Charge if there is any question as to the legality of a blade for a particular event.

Groups hosting a particular rapier event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. light or heavy, then all blades allowed at Society level in this category will be allowed.

Parrying Devices

Parrying devices shall follow the SCA Rapier Handbook, with the additional rule that shields/bucklers may only be wielded in one hand and must not be grounded, planted, or otherwise braced on the ground. Caution should be taken to not obstruct one's own vision, as blind shots are illegal. (see below)

No passive shields, bucklers, armor bits etc. Unless combat is happening in an "Armor as worn" convention, any worn objects are treated as part of your body and any legal blows delivered to the objects should be recognized as legal blows. IE You can wear a finger buckler for personal protection, but if struck, you must take the blow, the buckler does not "stop" the blow. Similarly, you cannot strap a shield to your back and be protected. Sword and dagger guards, active shields, etc. act as normal.

Rapier Spears

Spears that follow Society Rules are permitted for thrust only use, only in designated battles and sections of the battlefield. These are detailed in the war point scenarios and will be discussed by the marshals before those battles.

Any spear head that has had any filler added is not permitted

Combatants wishing to fight with a spear must have at least one non-spear rapier authorization and must have been authorized in spear prior to the beginning of the Pennsic War. Any authorized fencer utilizing a spear that is subject to sanction may have their right to wield the weapon revoked by the marshalate or Crown for the duration of Pennsic War.

Any authorized fencer that is subject to marshal court while utilizing a rapier spear during war point battles may have their right to wield the weapon revoked by the marshalate or the Crown of the East, Mid, or home kingdom for the duration of Pennsic War.

This is a zero-tolerance policy. If revoked by a Crown, appeals may be made to the marshalate in marshal's court. If revoked by the marshalate, no appeals will be entertained, and further abuse may cause rapier spears to be revoked unilaterally for all war points.

The Crowns of the East and the Midrealm may jointly decide to remove rapier spears as a valid form in war points battles at any time, as can the marshalate.

From Don Simon:

This is the first year in which we will be allowing rapier spears into the melees on the Pennsic battlefield.

Those of you who choose to bring spears onto the field are setting the stage for the years which follow. Future Pennsic rules will be set based on the results of this year's battles. "At Penn 50, they had to ban spears halfway through" is not what I'd like people to be saying during those discussions. Please do not make it necessary.

Rubber Band Guns

Rubber band guns (“RBGs”) are approved for use under the following conditions:

RBGs are allowed if it has been announced beforehand.

Everyone on the field during a melee using RBGs must have eye protection of some kind, including marshals and water bearers.

When a hold is called, all loaded RBGs should be aimed at the ground, or if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.

At the end of melees, the fighters must unload all RBGs before leaving the field.

RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.

RBGs should mimic the appearance of a period firearm.

A dagger blade may NOT be attached to an RBG to mimic a bayonet. 8. RBGs must pass the same safety requirements as a rigid parrying device. 9. The validity of any given shot from an RBG shall be judged by the recipient of that shot.

MARSHALING CONCERNS IN RAPIER COMBAT

Excessive impact: combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force his opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.

Death From Behind (DFB) is permitted in all war point battles. Death From Behind may only be performed by a standing fighter and with a single sword. Rapid or “Machine Gunning” DFB is not allowed. The opponent is “dead” at the moment the blade touches their shoulder. They may not be performed with a dagger or spear.

Additional melee rules for Pennsic 50:

Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent. Note: this is a safety rule, not a scenario rule (i.e. a “hay bale wall” does not create a “blind shot” for purposes of this rule. It is unsafe to throw a blow when you cannot physically see where you are throwing).

To reiterate: Daggers and spears may NOT be used for DFBs.

Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted. Running INTO engagement is not.

Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must slow to a walk before beginning an attack, fouling a blade or otherwise engaging any opponent(s).

Combatants may NOT throw shots at an opponent who is running toward them.

Combatants violating these rules will be removed from the field. At their discretion, Marshals may choose to instead issue a warning. A second offense will result in removal.

A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).

Fencers who have lost both hands or arms are considered disabled.

All defeated or disabled fencers should remove themselves from the melee field. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status.

Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer loudly and truthfully whether they are alive or dead.

Dropped weapons do not need a hold called unless they present an immediate safety issue.

Combatants may not steal an opponent’s dropped weapon.

Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.

Dead fighters may only say they are dead. They may not give orders or other information. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conver-

sation, but must not discuss tactics or strategy.
Fighters in any battle may call themselves dead at any time. In a resurrection battle a fighter can always walk back to resurrection point.
Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.

In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

Thrown Weapons

Thrown Weapons Coordinator (Dame Dealla Cohen)

VI. THROWN WEAPONS

The Thrown Weapons Marshal-In-Charge is Baroness Anastasie.

THROWN WEAPONS RANGE HOURS AND SCHEDULES

KNOWN WORLD THROWN WEAPONS MARSHALS' MEETING (MITs welcome) Saturday July 30 4-5:30 PM

RANGE HOURS AND SCHEDULES

** range open: indicated by the red flag: range is open when red flag is raised** Monday and Tuesday, August 1 and 2

9:00 AM-1:00 PM Range set up

1:00 PM – 5:00 PM Open Throwing

Wednesday, August 3 – Thursday, Aug 11

9:00 AM- 5:00 PM

Friday, Aug 12

9:30 AM- done Range tear down

POPULACE THROWN WEAPONS WAR POINT

Please see battlefield schedule for hours

Last start will be 15 minutes before scheduled closing time

MIDDLE KINGDOM AND ALLIES CHAMPION THROWERS TRY OUTS.

You must be able to show excellent throwing skills in Ax, Knife, and spear. The point tally total: to be announced at time of try outs

Try outs will be held every day the range is open at 5:00 PM -5:30PM

CONVENTIONS FOR PENNSIC

In addition to the SCA Thrown Weapons Standards and Conventions, please note these items for Pennsic War 50:

All throwers must have footwear that covers the soles of their feet, although closed-toed footwear is recommended.

The minimum age to throw is 5 years of age. Youths under 18 need to be registered at the range by a parent, court-designated legal guardian, or notarized guardian before they throw for the first time. The parent or guardian must stay at the range with those under 12 at all times. Once registered, those 12 and older can be at the range unaccompanied.

Pennsic Thrown Weapons does not provide "loaner equipment". Individual throwers MAY choose to loan out equipment at their discretion.

VII. TARGET ARCHERY

The Archery Marshal-In-Charge is Master Juan Miguel.

ACTIVITIES

The archery range is located southwest of the main battlefield beyond oversized parking. There is regular bus service to and from the range. There are classes and fun novelty shoots held each day on the range. Class schedules are in the Pennsic University section of the event guide and will be posted in the Marshal's Tent on the range.

Activities include a total of four War Points for archery: three populace shoots worth one point each, (Castle Clout Shoot, Soldier Shoot, and the Castle Window Shoot) and the Pennsic Archery Champions Shoot, worth one point. Archers will have the opportunity to shoot each of the three populace War Points once each day, or if archers would prefer they may shoot each shoot up to a maximum of 5 times (once for each War Point day). If an archer wanted, they could shoot all them

War Points in one day by shooting the Castle Clout Shoot 5 times, the Castle Window Shoot 5 times, and the Soldier Shoot 5 times.

ARCHERY RANGE HOURS AND SCHEDULES

The archery range will open at 09:00 on Monday July 31 and close at noon, August 11. Normal hours of operation will be 9:00AM - 4:00pm.

ARCHERY EQUIPMENT STANDARDS

Bows

No compound bows are allowed.

Adjustable or fixed sights may not be attached to straight bows or recurves. Marks on limbs are allowed.

There are no draw weight limits for target archery bows.

No modern spring/flipper rests or plunger buttons are allowed.

Wire rests are not allowed.

Simple one-piece plastic attachable rests are allowed.

Plastic or nylon bristle rests are allowed.

Bow straps are allowed.

No stabilizers, clickers, or modern string release devices are allowed.

Bows with cutout risers (those bows you can see through from the side) must have the openings covered so as to present a solid surface and an appearance that is more in keeping with medieval archery.

Bows made of PVC are not allowed.

Crossbows

No center-shot or split prod styles are allowed.

No compound prods or break-cocking crossbows are allowed.

No ballistae of any kind are allowed on the archery range.

Rear peep sights may be attached, but front sights are not allowed.

Limb coverings are not required.

Slings may be attached to the bow, but may not be used as an aid in shooting. g. Stocks made from any material other than wood must be covered and any cutouts (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled and/or covered to appear more in keeping with medieval archery. H. Pistol style grip/assault style stocks are forbidden

Strings

All strings must be appropriate for the bow type and weight.

Strings may not be constructed of material prone to failure, such as natural sinew or gut.

Linen, silk, and artificial sinew strings are acceptable, as long as they are constructed properly.

Strings that have become knotted or those that have been repaired by knotting strands together are not allowed. This rule does not forbid those string designs that incorporate knots in their original design.

A nocking point may be attached to the string.

Both metal and tied-on nocking points are acceptable.

A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.

The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.

String silencers may be used.

It is strongly recommended that the ends of the string be served, and that a serving cover the nocking area of the string. It should be noted that Japanese- and Flemish-style strings, which are rarely served at the ends, are acceptable.

Peep sights mounted on the strings are not allowed.

Arrow and bolts

All shafts shall be of wood.

No broad heads or tips that cause excessive damage to targets shall be used.

Fletching

Arrows shall be fletched with natural feathers, or any period material, no plastic vanes.

Bolts may be fletched with any period material.

Nocks for arrows may be of any material

End caps, rings, or wrapping are not required for crossbow bolts

Miscellaneous equipment

Any type of quiver may be used, with the exception of those that attach to the bow.

It is strongly recommended that an armguard or bracer be worn.

A glove or finger tab may be used.

All equipment should adhere to the spirit of medieval archery.

Exceptions

Exceptions to the above rules may be granted by the Archery Marshal-in-Charge or his designated deputy.

Youth Combat

Youth Combat Coordinator (THL Elkaterine tin Elliniki)

VIII. YOUTH COMBAT

Youth Combat Marshal-in-Charge is Æthelmearec Youth 1.

The basis for the Pennsic 50 Youth Combat rules is the SCA Youth Combat Handbook. This Section will apply for both Youth Armored and Youth Fencing combat.

All youths ages 6 to 17 are invited to join us on the battlefield for the Pennsic Youth Combat Program. The divisions are: Division 1 (ages 6 to 9), Division 2 (ages 10 to 13), and Division 3 (ages 14 to 17). Youths who moved up a division or were held back because of size, strength, or maturity and youth from kingdoms with different age divisions may participate in the division that is most appropriate based on their home kingdom authorization.

LOANER GEAR: The Youth Combat program at Pennsic does not supply loaner gear.

AUTHORIZATIONS: Each kingdom may elect to hold authorization sessions for Youth Combat during the week. Check at the Youth Combat administration tent for more information.

SERVICE: Youth combatants are expected to provide service at Pennsic. At a minimum, this will take the form of field sweeps for trash and water bottles in our own lists as well as the surrounding area.

VOLUNTEERS: We encourage parents and marshals-in-training to volunteer at the Youth Combat list.

REGISTRATION AND SUPERVISION

A parent, court-appointed legal guardian, or notarized guardian must accompany their child/youth to the field and complete the registration process. To accommodate the growing number of youth attending Pennsic with a single parent, or with parents who are very active at Pennsic, the following parental presence rules will be in effect at the Youth Combat lists.

Division 1: Participants must have a parent, court-appointed legal guardian, notarized guardian, or other adult (age 18 or older, as designated by their parent/legal guardian/notarized guardian) remain with them during

Youth Combat sessions.

The parent/legal guardian/notarized guardian must identify and introduce the responsible adult to the Youth Marshals-in-Charge so that the Youth marshals can confirm the parent-approved responsible adult designation and make sure that cell phone numbers or other rapid contact information are documented on the Youth Combat sign-in forms.

The designated responsible adult is required to have the rapid contact information with him/her during the Youth Combat sessions.

Parents/legal guardians/notarized guardians must repeat the above procedure if they decide to appoint additional or different responsible adults during the course of Pennsic.

Division 2: In accordance with the Pennsic Youth policies, participants under the age of 10 must be within voice range or in sight of a responsible adult or teenager while participating in Youth Combat. This encompasses the area immediately surrounding the Youth list fields.

All Youth Combatants and their responsible parent/adult/teenager will sign in with the marshals for each session. Even if a Youth Combatant has attended the morning session, a separate sign-in is necessary for the afternoon session.

PENNSIC YOUTH COMBAT BACKGROUND CHECK POLICY

The Marshals-in-Charge of Youth Combat at Pennsic, as listed on the Pennsic staff list, must present proof of a current SCA-required background check before they can assume their roles at Pennsic. Additionally, the background check policy applies to those marshals put in charge of the Youth Combat administration tent and the individual list fields for Divisions 1, 2, and 3.

SCHEDULE

The Youth Combat program will run from July 30 through August 6. Sessions are scheduled from 8:00 AM to 10:30 AM, and 2:00 PM to 4:30 PM daily, with a few exceptions. Times may vary to avoid conflict with other events. Melee will not be available if a tournament is scheduled on the lists. The Youth Combat list field will be open in the evenings for additional activities. Please check the schedule at the Youth Combat list for more information.

PENNSIC L YOUTH COMBAT RULES OF THE LIST

No Youth Combat may occur without the presence of a warranted Youth marshal.

The word “HOLD” is to be used by marshals, fighters, parents or spectators to stop combat activities when they see a problem. You should use “HOLD” when you witness a behavior, weapon or armor condition that is unacceptable or dangerous.

Any combatant who refuses to obey the commands of the marshals shall be removed from the field.

Parents, guardians, mentors and other observers are expected to act with courtesy and behave in a responsible manner when in the list area.

Shields must be appropriate to the size, strength and control of the fighter. A fighter may be asked to demonstrate control with a shield if it appears to be too heavy or too large to handle properly.

Shields may not be used as offensive weapons. NO contact between a shield and the opponent’s body is allowed.

All combatants must present their kingdom-issued authorization information to participate in Youth Combat tournaments and melees.

At no time shall there be tournament combat between different divisions. “Death from Behind” conventions will not be used.

Engagement shall be the same as for adult armored combat at Pennsic.

ARMOR AND WEAPON INSPECTION

Prior to participating in youth combat activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety and armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Combat Rules, with these additional notes:

Helmet: A helmet with a lengthy open slot across the face, such as a catcher’s mask eye slot which does not

have a nasal guard, will NOT be permitted in Divisions 2 or 3.

WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Combat Rules, with these additional notes:

Division 1: Cores of half-inch nominal Sil-o-Flex are permitted for use in smaller hands. Golf tube cores are also permitted. Throwing hammers made without a solid core, which otherwise meet the safety criteria for weapon builds, may be used in melee if the marshal permits thrown weapons. Javelins made with a three-quarter-inch Siloflex or PEX core and standard thrusting tips may also be used in melees where the marshal permits thrown weapons.

SHIELD STANDARDS

Shield standards are as per the SCA Youth Combat Rules, with this additional note: There is now a minimum edge thickness of one-half inch.

War Scenarios and Tournaments

General Notes and Conventions

War Points:

To the Crowns, Coronets, and Populace of the Knowne World do We, Brennan & Caoilfhionn of the East Kingdom and Louis & Sadb of the Middle Kingdom send our warmest greetings.

After much discussion between Ourselves and Our trusted counselors, We have created battle and tournament scenarios for the Pennsic War 50 that we believe will be competitive, interesting, and above all, fun for all participants.

As We were creating this War, We were also observing conversations, concerns, and the overall mood of Our respective populaces and those of Our allies and Royal Cousins. We see many who have lost their joy, many who are disheartened. We have heard concerns that this war will be too competitive, that the drive to win will overtake cooler heads, competitive spirit, and common courtesy.

As Crowns of the two principal kingdoms who have put Our best against each other (and sometimes alongside each other) over 49 Pennsic Wars, it is Our responsibility to ensure that Pennsic scenarios and tournaments represent the most fun for the most people.

And so, in celebration of one-half century of Pennsic Wars, We have decided that there will be no War Points earned, allocated, or counted and that Pennsic War 50 will have no single winning side.

We declare this War to be a celebration of the communities we have built, the fun we all have had, the fierce competition of our most worthy rivals, and the evolution of the first and grandest war in the history of the Knowne World on its landmark 50th occurrence.

It is Our hope that this will foster friendly competition and cooperation between all participants and herald a renewed joy in participation in both the Pennsic War and the Society.

In Service to the Dream,
Brennan, Caoilfhionn, Louis, & Sadb

Start Times:

It is the intention of the Crowns of the East and the Midrealm and Marshalate of the East, Midrealm, and Æthelmearc, that all battles will start at the published time.

Fairness & Fun

The Crowns of the East and the Midrealm are committed to ensuring that Pennsic War 50 is fair and fun. We agree to review the effort between each armored and rapier scenario and balance accordingly.

PERIOD GAMES

Visit the Period Games Tent to learn and play a large variety of board, card, and dice games.

Pennsic Combat Conventions:

This list is not complete and exists to call to attention some rules that may differ from kingdom-to-kingdom. For complete Pennsic conventions and rules, refer to the Marshal Conventions published by the Pennsic marshalate.

Armored Combat Conventions:

Side and top of the helm are proof against thrusts.

Death from behind and dead on the ground are NOT in use.

CA and Siege normal targeting (all shots to all legal target areas count).

Rapier Combat Conventions:

Knee walking is allowed.

Death from Behind is allowed in all war scenarios.

Only swords may be used for Death from Behind.

Push and tip cuts (in addition to Draw Cuts) are valid.

For a cut to be counted, there must be at least 6 inches (15 cm) of movement with the blade or travel of the tip against the target. Cuts that move across the entire width of a limb or the throat will count even if they are not 6 inches long

Tip Cut - The point of the blade is placed upon the opponent and moves across the opponent by dragging along the line of the edge of the sword.

Push Cut - The edge of the blade is placed upon the opponent and slides in line of the sword by pushing (i.e. contact starts closer to the tip and ends closer to the hilt) A tip cut is 6" of travel on the body or the width of a limb.

Draw Cut - The edge of the blade is placed upon the opponent and slides in the line of the sword by drawing (i.e. contact starts closer to the hilt and ends closer to the tip)

Running engagement is NOT allowed.

Charging, running, hopping, or other attack where the fencer cannot immediately cease movement when a hold is called is prohibited

Rapier Spears:

Per society rapier handbook 7.4.1: The only valid blow with a spear is a thrust. (Draw cuts, tip cuts, and push cuts are not valid. Death from behind is not allowed with a spear)

NOTES REGARDING RAPIER SPEARS:

Spears will be re-inspected prior to every battle.

Spears are only allowed in battles where stated.

The Crowns of the East and the Midrealm may decide jointly to remove rapier spears as a valid form in war scenarios at any time.

Any authorized fencer that is subject to marshal court while utilizing a rapier spear during war scenarios may have their right to wield the weapon revoked by the marshalate or the Crowns of the East, Midrealm, or home kingdom for the duration of Pennsic War.

This is a zero-tolerance policy. If revoked by a Crown, appeals may be made to the marshalate in marshal's court. If revoked by the marshalate, no appeals will be entertained, and further abuse may cause rapier spears to be revoked unilaterally for all war scenarios.

Command Staff:**Warlords:**

- East and Allies: Count Ryouko'jin Of-The Iron-Skies
- Midrealm and Allies: Sir Pellinor

Armored Combat:**East and Allies:**

- Armored Combat General: Master Tiernan Mac Alpin
- Deputy/XO: Sir Hassan Ibn Abd Al-Malik
- Deputy/XO: Master Aciterix Caldius Julius Cittinius
- Missile Commander: Dominus Vopiscus Rufius Donatus

- Combat Archery Lt Commander : Master Hrafn Breiðskeggr
- Siege Lt Commander: Lord Montgomery Josh
- Duel Captain: Sir Arne Ulrichson

Midrealm and Allies:

- Armored Combat General: Master Max von Augsburg
- Siege / Combat Archery General: Duchess Runa EikBrandrskona

Rapier Combat:

East and Allies:

- Rapier General: Prince Matthias Grunewald
- Deputy/XO: Dona Magdalena von Kirschberg
- Duel Captain: Master Thomas of Effingham

Midrealm and Allies:

- Rapier General: Defender Cole O'Doran
- Deputy/XO: Duchess Kateryn Bronwen of Gloucester

Archery:

East and Allies:

- General: Master Ryan Mac Whyte
- Deputy/XO: Lord Kusunoki Yoshimoto

Midrealm and Allies:

- General: Gunnar Bogsveigir

Thrown Weapons:

East and Allies:

- General: Lord Matteo Genovese
- Deputy/XO: Mikael Melrakki

Midrealm and Allies:

- General: Uthan Laoch
- Deputy: Orn Askelsson

Arts & Sciences:

East and Allies:

- A&S General: Sir Estgar at Hrofecaestre
- Deputy/XO: Baroness Wynflaed at Hamtunscire

Midrealm and Allies:

- A&S General: Laureate Aveline de Ceresbroch
- Commanding Officer: Mistress Radegund von Lutra

SATURDAY, August 5, 2023 - Opening Ceremonies

1:00 PM Meeting of the Crowns - Midrealm Royal Encampment

5:00 PM Opening Ceremonies - East and Midrealm march from EK Royal and Midrealm Royal Battlefield, in front of castle (for inclement weather, the Great Hall)

SUNDAY, August 6, 2023 - Champions Day

Champions Melees

A single combatant may only compete in one champion event on Sunday unless otherwise noted.

10:00 AM Allied Champions battle

- Field Layout: (See map following battle description) 150 ft square. Flags will be supported by a tower of hay bales 10 ft from the center of the back line. 15 ft square resurrection boxes on opposing corners. Sub-

stitution boxes will be 15 ft x 120 ft outside of the field next to the resurrection boxes.

General Rules:

- 60-minute limited resurrection battle.
- 100 combatants from the kingdoms allied to the East vs. 100 combatants from the kingdoms allied to the Midrealm.
- No principal kingdoms, allies only.
- Combatants start along their back line.

Substitutions:

- Once you leave, you may not re-enter (Soccer substitutions). Those waiting to sub in must remain in the substitute box.
- Combatants must move to the sidelines when they leave the field.

Scoring:

- A team scores a point when both flags are together at their tower.
- Every time a point is scored, a hold will be called and the battle will be reset.
- Flags and combatants return to starting positions.
- Resurrection clocks are reset.

Flag Rules:

- Flags must be held in an otherwise-empty gauntleted hand.
- Flag bearers have 360-degree engagement.
- If a flag bearer is killed, the flag must be immediately dropped.
- Flags cannot be thrown or handed off to a teammate.
- Only combatants on the opposing team may move a flag from its initial position.
- Combatants may *return* their team's flag to its initial position if it has been moved by the opposing team.

Resurrection Rules:

- Dead combatants move to the resurrection box.
- Resurrection boxes are simultaneously released every 3 minutes.
- Resurrecting combatants who are not inside the box at release must wait until the next release.

Victory Condition: "Touchdown" points

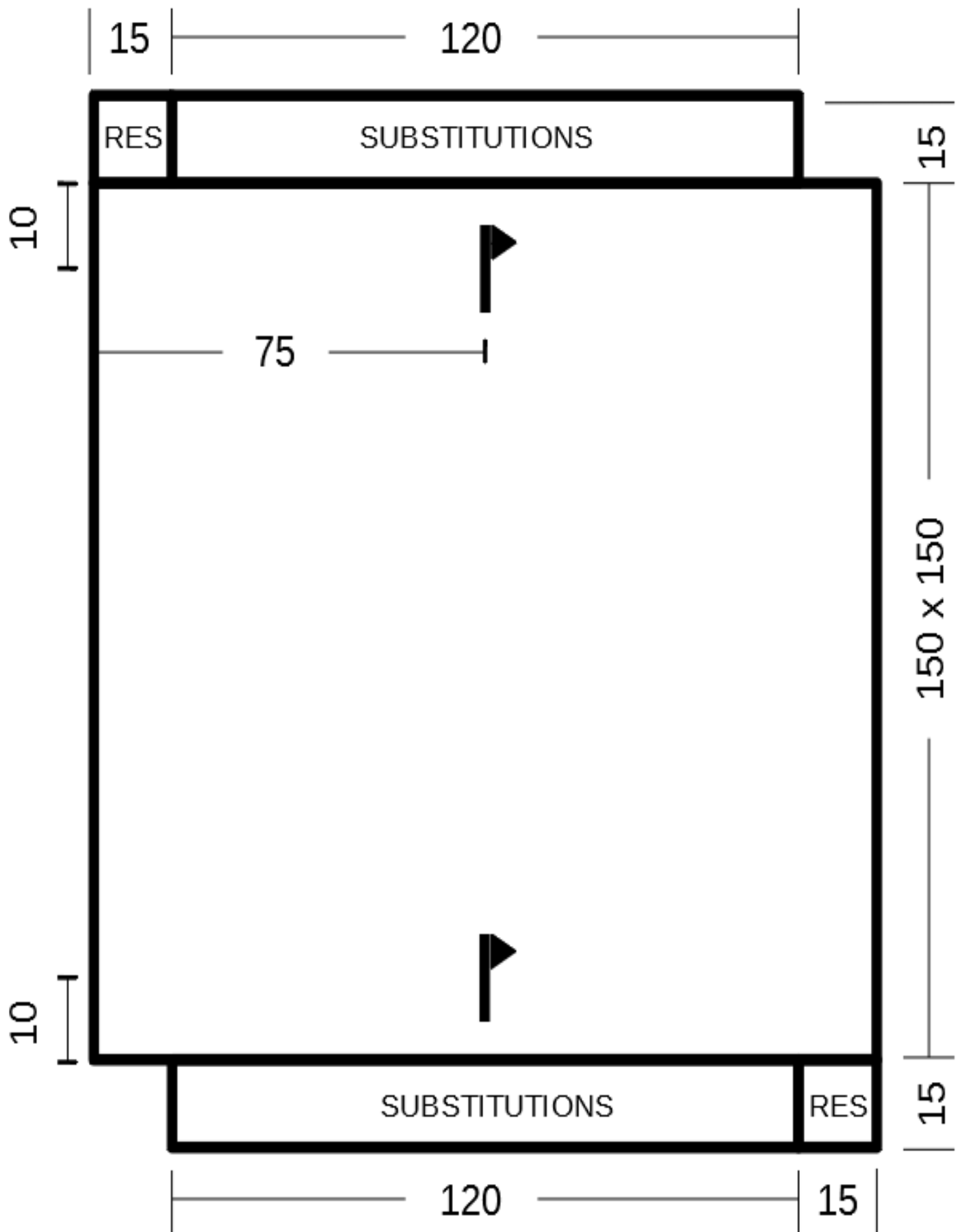
- Majority of points scored at the end of the battle determines the victor
- The battle will end when 60 minutes are up or when one team has seven more points than the other.

11:00 AM Unbelted Champions (or immediately following Allied Champions)

- 30 champions from the East vs. 30 champions from the Midrealm. 1 pass.
- Last combatant standing.
- Crowns may not fight, unbelted royal peers by their own hand may not fight, Unbelted Heirs may fight.
- No Allies.
- Alternates/Allies Unbelted Melee - immediately following Unbelted Champions
- 30 combatants from the East & Allies vs. 30 combatants from the Midrealm & Allies. 1 pass.
- Last combatant standing.
- Any combination of principal and allied combatants who were not in the Unbelted Champions battle.
- No Chivalry.

Belted Champions - 30 minutes following Unbelted Alternates battle

- 20 champions from the East vs. 20 champions from the Midrealm. 1 pass.
- Last combatant standing.
- Crowns may not fight. Heirs may.
- No Allies.



12:00 PM Rapier Melee Champions (or 30 minutes following Belted Champions)

- 15 champions from the East and Midrealm, 15 Allies per side (30 total fighters per side)
- Last combatant standing
- Battles will be fought in 3 heats:
- Heat 1: 15 v 15 East and Midrealm (1 pass)
- Heat 2: 15 v 15 Allied Kingdoms (1 pass)
- Heat 3: 30 v 30 - the champions who fought in Heats 1 and 2 (1 pass)
- The side that is victorious in 2 out of 3 heats wins the war point(s)
- Alternates Rapier Melee - immediately following Rapier Melee Champions
- 15 combatants from the East & Allies vs. 15 combatants from the Midrealm & Allies. 1 pass.
- Last combatant standing.
- Any combination of principal and allied combatants who were not in the Rapier Champions battles.

1:30 PM Heroic Champions Armored and Rapier (Alternating)

- List will be set up on the side of the field outside of the East Kingdom battlefield pavilion. List will be 100' x 100'. Armored Heroic Champions

Armored: 15 total fights (3 will be unbelted)

- Principal Crowns may not fight. Non-principal Royal Cousins are able to fight.
- Unbelted royal peers by their own hand and unbelted Crowns may not fight as unbelted heroic champions.
- If due to draws an overall tie occurs in wins, a tie will be decided between the Heir Sovereigns of the East & the Midrealm.
- Double kills to be refought once only. If a second double kill results, the fight is a draw.
- Alternate who chooses first. Coin flip will determine who chooses their starting zone. East is heads, Midrealm is tails.

Rapier Heroic Champions

- 20 fighters from each side to participate in single combat.
- At least 3 bouts are Cut and Thrust.
- A minimum of 5 non-MOD fighters will be chosen to fight per side.
- No sitting Crowns from Principal Kingdoms may fight.
- Double kills to be refought once only. If a second double kill results, the fight is a draw.
- Pairings will be arranged on Saturday, August 5th after the Meeting of the Crowns
- If due to draws an overall tie occurs in wins, a tie will be decided between tiebreaker champions of the East and Midrealm. Tiebreaker champions must be declared at or before the traditional Meeting of the Crowns following Opening Ceremonies. (This is the only case in which a fighter may be called on to fight more than once in the Rapier Champions tournament).

MONDAY, August 7, 2023 - Bridge Battles / Rapier Crossroads Battle

10:00 AM Armored Bridge Battle

Field Layout:

- 5 Bridges 18 ft, 18 ft, 27 ft, 18 ft, 18 ft, separated by 54 feet each. Each bridge is 90 ft in length.
- Start line for troops is 50 feet from the end of the bridge. Traditional starting sides.
- Edge-of-the-World will be 75 ft behind the siege lines.

General Rules:

- Battle to be fought 5 times.
- Each battle will last no more than 15 min with a 10 min break between.
- No fighting or kneeling on the hay bales. Incidental contact is ok, but you cannot bear weight on the hay bales.
- Breakouts are allowed.

Holds:

- All holds, except medical, are assumed to be local and do not stop the clock.
- MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the

clock.

Projectile Weapons:

Combat Archery and Siege:

- Active in battles 1/2/3.
- Only on the center 3 bridges.
- No arrows or siege ammunition will be re-inspected between battles.

Combat Archery:

- Archers can go on bridges.
- Archers may not shoot from bridge to bridge.
- Archers may shoot from land to bridge.
- Only Combat Archery tubular arrows/bolts may be gleaned.

Siege Engines:

- Engines can only deploy 50 ft from the end of the bridge (on a continuous line between the ends of bridges 2 and 4).
- No siege ammunition may be gleaned.
- Thrown weapons will be allowed on all bridges in all battles.

Resurrection Rules:

- Resurrection will be active for the first 10 minutes of each battle, and will be closed for the last 5 minutes
- Raised Banners on the resurrections line will indicate that Resurrection is active. Banners will be dropped at 10 minutes to indicate resurrections have ended for the remainder of the battle.
- Victory Condition: Bridge Control
- Control of the center line will determine the bridge winner.
- If the bridge is contested when time has ended, combatants with one foot physically within 9 feet of the center line will fight to the last combatant standing. Breakouts from contested bridges are not allowed.
- Victory for each pass is decided by ownership of 3 of the 5 bridges at the end of time or last combatant.

2:00 PM Rapier Crossroads Battle

Field Layout: (See map following battle description)

- Map is based on layout of bridges from the Armored Bridge Battle.
- 5 colored flip-sticks (flags), positioned as on the map.
- Armies will deploy from the resurrection line.

General Rules:

- 60-minute resurrection battle.
- One marshal from the East/Allies and one from Midrealm/Allies MUST be present at each flag.
- All hay bale walls are “infinitely tall”. They cannot be passed through or fought over. Dead may exit out over single height hay bales.
- Flags cannot be obscured by any object (e.g. a shield).

Time Checks:

- There will be 4 time checks within ± 2 minutes of 15, 30, 45 and 60 minutes of battle.
- Exact time checks will be determined by Signal prior to the battle
- Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios.
- Exact time checks may not be disclosed to combatants any time.

Break:

- Immediately after the second time check, at or around 30 minutes
- General hold will be called, and all fighters will leave the field for a 15 minute water break
- All flip-sticks will be reset to neutral.

Holds:

- All holds, except medical, are assumed to be local and do not stop the clock.
- MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

Special Weapon Rules:

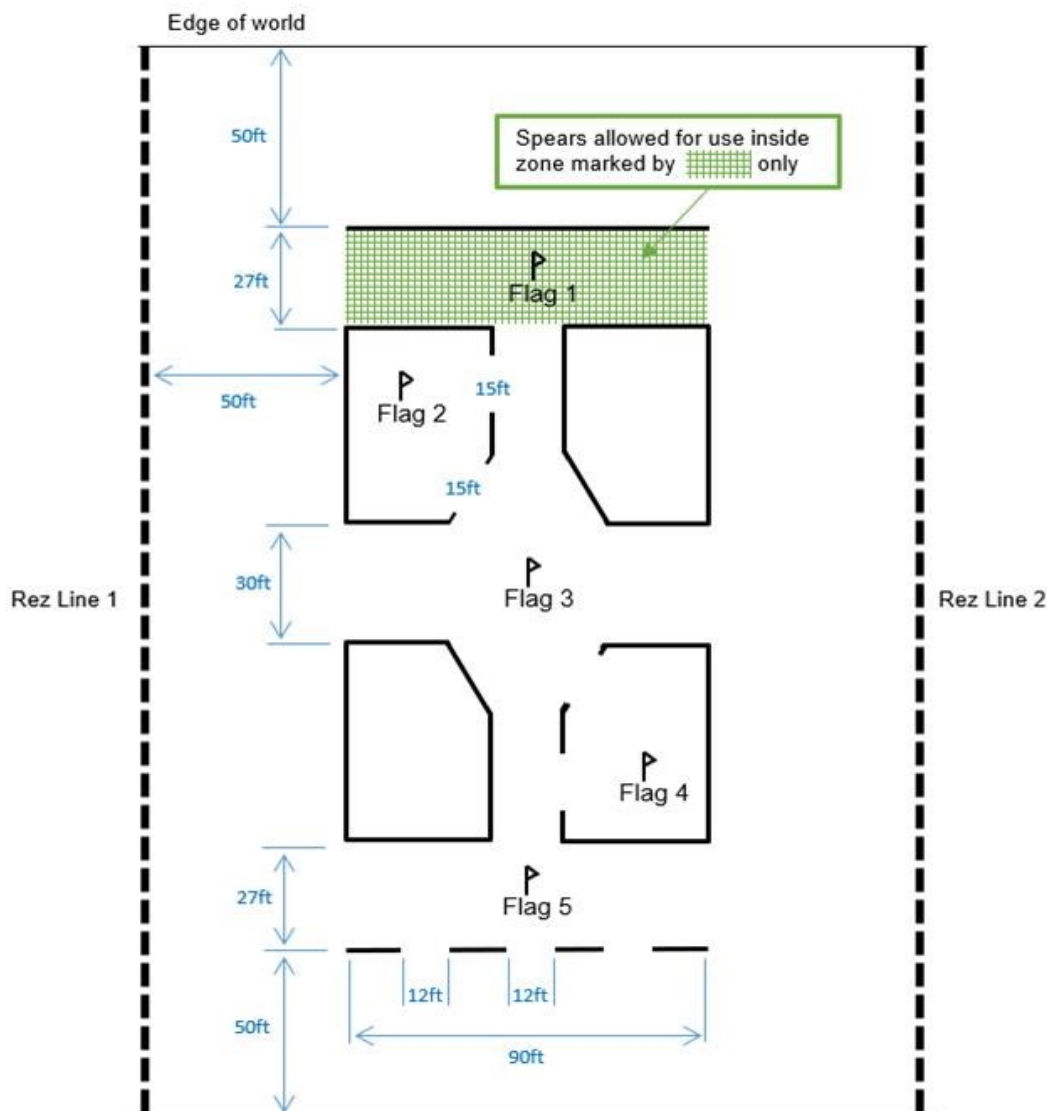
- No projectile weapons (e.g. rubber band guns) are allowed in this battle.

Rapier Spears:

- Rapier spears are allowed in the marked section only.
- Combatants using spear must keep both feet inside the designated zone, but may thrust outside of the zone.
- The Spear territory extends to the resurrection points.

Resurrection Rules:

- Unlimited resurrection.
- Resurrect at the starting lines.
- Victory Condition: Flag Control
- Majority control of flags at time checks determines the victor of that time check.
- Contested flags are not counted. Ties are possible.

Final Version of Map for Battlefield to Include in the Rules

*Field is symmetric about a centerline

TUESDAY, August 8, 2023 - Woods Battles / Thrown Weapons Champions

Both Armored & Rapier Woods Battles:

Field Layout:

- Flag positions and resurrection lines
- Will be decided at Pennsic by Marshal One, Rapier One, and respective East and Midrealm generals during a walk-through of the woods, a day or more before the battles
- Will be the same for both the Armored and the Rapier Woods Battles

Flags:

- 3 colored flip-sticks (flags) and hay bales will denote the location of the flag and indicate possession of the flag.
- All flags are stationary.
- The Center Flag will be located at the exact center of the rectangle of the woods battle area.
- The North and South Flags will be set equidistant from the Center Flag
- All three flags will be positioned equidistant from the respective start lines

Resurrection Lines

- Extend the width of the battlefield
- Will be set equal in distance from the Center Flag Line for each side

General Rules:

- Coin flip will determine who chooses their starting zone. East is heads, Midrealm is tails.
- One marshal from the East/Allies and Midrealm/Allies MUST be present at each flag.

Time Checks:

- Exact time checks will be determined by Signal prior to the battle
- Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios
- Exact time checks may not be disclosed to combatants any time

Holds:

- All holds, except medical, are assumed to be local and do not stop the clock
- MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock

Victory Condition: Flag Control

- Majority control of flags at time checks determines the victor of that time check.

10:30 AM Armored Woods Battle

- General Rules:
- 90-minute resurrection battle.

Time checks:

- There will be 3 time checks within ± 2 minutes of 30, 60, and 90 minutes of battle.

Projectile Weapon Rules:

Combat Archery:

- CA will be allowed within the designated zone by the North Flag.
- Only shots within the designated zone will be considered valid.
- The edges of the zone will be clearly marked.
- Only tubular arrows/bolts may be gleaned.
- Thrown weapons are allowed throughout the woods.

Victory Condition: Flag Control

- Majority control of flags at time checks determines the victor of that time check.

Final time check only:

- Combatants with one foot physically inside of a 9-foot radius of flags will fight to the last combatant standing.

2:00 PM Rapier Woods Battle**General Rules:**

- 60-minute resurrection battle.

Time checks:

- There will be 3 time checks within ± 2 minutes of 20, 40, and 60 minutes of battle.

Special Weapon Rules:

- No projectile weapons (e.g. rubber band guns) are allowed in this battle.

Rapier Spears:

- Rapier spears will be allowed within the designated zone by the North Flag.
- Only shots within the designated zone will be considered valid.
- The edges of the zone will be clearly marked.

Victory Condition: Flag Control

- Majority control of flags at time checks determines the victor of that time check.

Alternate Tuesday battles - if the Woods are not safe or otherwise unavailable.**Both Armored & Rapier Battles:****Field Layout: (See map following battle description)**

- 5 colored flip-sticks (flags), positioned as on the map.
- All flags are stationary.
- Hay bales in the Broken Field area will be 2 bales high.
- Armies will deploy from the resurrection line.

General Rules:

- One marshal from the East/Allies and Midrealm/Allies MUST be present at each flag.

Time Checks:

- Exact time checks will be determined by Signal prior to the battle.
- Exact time checks will not be disclosed to marshals prior to the start of the battle and will not be announced or counted down over radios.
- Exact time checks may not be disclosed to combatants any time.

Holds:

- All holds, except medical, are assumed to be local and do not stop the clock.
- MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

Victory Condition: Flag Control

- Majority control of flags at time checks determines the victor of that time check.

Armored Alternate Battle**General Rules:**

- 90-minute resurrection battle.

Time Checks:

- There will be 3 time checks within ± 2 minutes of 30, 60, and 90 minutes of battle.

Projectile Weapon Rules:

8:30 AM Thrown Weapons Champions

Targets/Range Setup:

- Two 8 ft tall x 4 ft wide boards with 9 target circles of various sizes painted at different heights on each

General Rules:

- 15 total champions on the team, including a Team Captain.
- Team captains will be the first competitors.
- Minimum throwing distance of 10 ft for axe or knife and 20 ft for spear.
- Multiple hits on the same target count only as one target.
- Each competitor will have the same number of weapons on the range.
- All competitors must obey the retrieval rules on the range.
- After the first competition the sides will alternate choosing a thrower first with the loser of the first competition choosing first in the second.

Competition:

- 15 head-to-head competitions in 2 heats each, unless a tie-breaker is needed.
- Team captains will be the first competitors.
- Teams will alternate who chooses first. Whichever is behind chooses the first competitor.
- Heat 1 (Axe) & Heat 2 (Knife):
- Up to 20 throws to hit each of the nine targets.
- Throwers will alternate throws.

Victory in each heat:

- The first thrower to hit all nine targets (with equal throws)
OR
- The thrower who hit (and stick for the duration of the throw) more of the nine targets
OR
- Sudden death - the first to hit when the other misses is the winner

Heat 3 (Tie Breaker with Spear):

If after two heats the competitors are tied the competition will move to a tiebreaker with spear.

Victory: The first thrower (with equal throws) to hit the centermost target wins.

Victory Condition:

- The team that wins the majority of the head-to-head competitions wins the championship.

WEDNESDAY, August 9, 2023 - Archery Champions Shoot

Targets/Range Setup:

- Walk-up shoot on the Clout shoot range.
- Friend/Foe on the Slot Shoot range.
- Roving is the entire rest of the range including the advancing soldier and the practice ranges.

General Rules:

- 30 total champions on team, plus 10 alternates per side.

Competition:

Walk-up shoot:

- 120 yard walk-up shoot.
- Every archer fires 2 arrows from each of 6 stations.
- Each shooting line is roughly 20 yards closer.

Friend/Foe target shoot:

- 30-second timed shoot.
- +1 point per hit on the foe.
- -1 point for hits on the friend or for shots loosed before the marshal calls Loose or after the marshal calls

Hold.

Roving Range:

- 10 stations consisting of a mix of timed shoots, precision shoots, and consistency shoots.
- Exact details are determined by Archery Marshal One.

Victory Condition:

- The team that wins the majority of the three shoots based on combined team score for each shoot.

THURSDAY, August 10, 2023 - Field Battles / Siege Battle / Arts & Sciences Champions

Both Armored & Rapier Battles:

General Rules:

- Battle to be fought 5 times.
- 1 Life per Combatant.
- Midrealm and East to deploy on their traditional half of the battlefield for every battle.

Holds:

- All holds are general.

Break:

- There will be 10 minutes between the end of each battle and the start of the next.
- **First Battle only:**
- Before the armies advance, the East and Midrealm will each send a champion to engage in single combat.
- Winning side can go immediately. Losing side will wait 5 seconds to advance, and will go at signal from a marshal.

Resurrection Rules:

- No resurrection in this battle.
- Victory Condition: Last Combatant Standing

10:00 AM Armored Field Battle

Field Layout:

- Start line is 100 feet from edge of field.

Projectile Weapon Rules:

Combat Archery and Siege:

- Active in battles 1/2/3.
- Siege starts at 50 ft from edge of field.
- Only Combat Archery tubular arrows/bolts may be gleaned.
- No siege ammunition may be gleaned.
- No inspection of ammunition between field battles.

1:00 PM Rapier Field Battles

Field Layout:

- 400 x 400
- May be subject to change based on the number of combatants at the agreement of the Crowns of the East & Midrealm.
- "Edge of the world" lines will be marked by battlefield coordinator.

Special Weapon Rules:

- No projectile weapons (e.g. rubber band guns) are allowed.

Rapier Spears:

- Rapier spears are allowed in battles 4 and 5 only.

3:00 PM Combat Archery & Siege Battles

Attack/Defend:

- Field Layout: (See map following battle description)
- 200 ft x 150 ft

Flags:

- 2 colored flip-sticks (flags) and hay bales will denote the location of the flag and indicate possession of the flag.
- Flag 1 will be 30 feet off the end of the bridge, centered on the bridge.
- Flag 2 will be 75 ft from the first flag and located inside the castle gate.

See map for details.

Bridge:

- 12 ft wide x 45 ft long.
- Centered on the castle gate.

Castle:

- The Castle doors will be open during the battle.
- Castle Towers and grounds are in play with the exception of the East Tower.
- East sally gate and East Tower are not in play for safety reasons.

Resurrection & Start Lines:

Attacking army:

- Start line / Siege line is even with the end of the bridge and extends in both directions.
- Resurrection point is the start/siege line.
- Flag 1 becomes a resurrection point once it is captured. a line extending in both directions from Flag 1 becomes a second siege line once it is captured.

Defending Army:

- Start line / Siege line is the road in front of the castle.

General Rules:

- Will be fought twice, each side getting a chance to attack and defend.
- Coin flip will determine who attacks first. East is heads, Midrealm is tails.
- 20-minutes or until all combatants on one side are defeated.
- A flag that has been captured cannot be re-taken by defenders.
- Attacking army may use the main doors or the West side sally gate to capture the second flag.

Weapons-specific Rules:

- Thrown weapons, combat archery, and siege are allowed.
- All targets per standard rules are available in this battle.
- All weapons can shoot over the water and bridge.

Combat Archery:

- Arrows/bolts must clear the bow before making contact with opponent.
- Only Combat Archery tubular arrows/bolts may be gleaned.

Siege Engines:

- Siege engines will be restricted to a 50 ft wide area inside the east and west sides of the field.
- A 20-ft “no persons zone” exists around siege engines. Only siege engine crews will be allowed inside this zone.
- Siege engines will not fire on any combatant within 30 feet of the engine.
- After Flag 1 is captured, attacking ballista may move across the bridge to a second line in line with the first banner (see map).
- No siege ammunition may be gleaned, except rocks.

Destroying Siege Engines:

- Engines are destroyed by taking 1 hit from a Class A (large) siege engine or 3 hits from a Class B (small) siege engine.
- Crew can join or transfer engines if their engine is destroyed.

Reduced crew/Inoperable engines:

- Engines are inoperable if crew is reduced to 2 crew members for Class A engines or 1 crew member for Class B engines.
- The engine can be used again if reinforced to 3 or more crew members for Class A engines or 2 or more crew members for Class B engines.

Thrown Weapons:

- All thrown weapons must be inspected, weighed, and labeled/painted before the battle.
- Thrown weapons must leave the hand before making contact with opponent.

Shields & Pavises:

- Shields cannot be stacked on top of each other to form an impenetrable wall.
- Pavises may be moved but must be placed prior to use.

Rattan weapons

- No rattan weapons for offense allowed unless they are thrown weapons.

Resurrection Rules:**Attacking army:**

- One resurrection/two total lives per combatant.
- Resurrection point is the start/siege line.
- Flag 1 becomes a resurrection point once it is captured.

Defending Army:

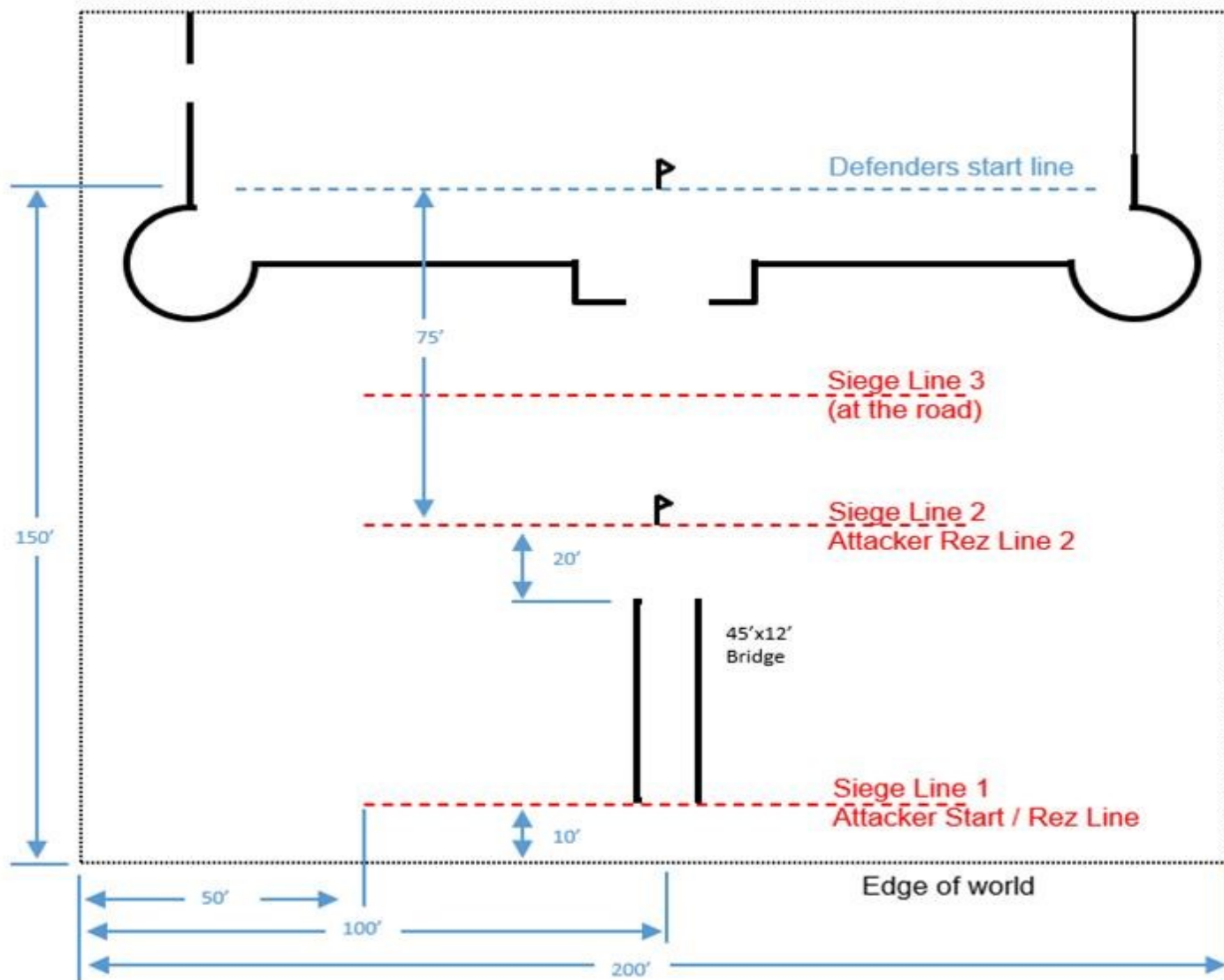
- Zero resurrections / one life total.
- Victory Condition: Best attack time
- Time from the start of battle to the capture of the first flag will be recorded.
- Time from the capture of the first flag to the capture of the second flag will be recorded.
- Those two times will be added to get total time.
- If neither army captures the second flag, shortest time to first flag determines winner.

Shoot-off:**General Rules:**

- Each side shall pick 5 combat archers and 2 siege crews who will shoot at targets.
- Striking a target in any way for both siege and CA will count as 1 point each.
- The targets and distance from archers/engines shall be agreed upon by the Generals of the Midrealm and East.
- Combat Archers will shoot at a target using 3 bolts each.
- Siege Engines will shoot at a target using 3 bolts each.

Victory Condition: Most targets hit**Arts & Sciences Champions****General information:**

A&S Champions competition will be a panel judged, rubric-based competition with artisans, entries, and judges present. Each entrant will have 4 judges, the lowest judge's score will be dropped and the remaining scores are averaged. The single highest average score in each category (non-Laurel, Laurel, Allies) win that category on behalf of their kingdom or the kingdom they have allied with.



Contact Information:

East and Allies:

- A&S General: Baron Estgar at Hrofecestre, OL, OP, KCSA - baronanguskerr@gmail.com
- Deputy: Baroness Wynflaed at Hamtunsire - 207927@members.eastkingdom.org

Midrealm and Allies:

- A&S General: Laureate Aveline de Ceresbroch, OL - judges.coordinator@midrealm.org
- Commanding Officer: Mistress Radegund von Lutra, OL, OP - r.millersansotta@gmail.com

Competition:

General Rules:

- Competition is divided into three categories.
- Participants are barred from multiple entries, and may not switch categories.
- An individual's residency and peerage status for purposes of category eligibility shall be solely determined by their status as of 1 July 2023.
- Entrants must be physically present with their entry on the day of the A&S competition and must participate in face-to-face dialogue with the Judges.
- As much as possible, timeslots will be assigned to attempt to reduce the # of hours of commitment needed for each judge and artisan.
- Documentation produced by a third party is expressly prohibited.
- Proofreading and editing assistance is acceptable.

- All documentation must be submitted no later than 1 July 2023.

Entries:

Types of Entries:

- Made Objects “Material Culture” (non-food)
- Reproduction artifacts for entry must be documented in construction and design to a pre-1600 style.
- Food & Beverage

Performance

- Any entry which requests any specific action or recitation to be judged.
- Neither Kingdom shall exceed a maximum of two (2) performance entries per side, for scheduling reasons.
- Allowable performance entries are for one entrant only (no ensemble performing arts entries).
- Incidental performance of skills related to entries during judging shall not define the entry as performance.

Research

- Research thesis must relate to a pre-1600 topic, or to a topic of direct import to a historical reenactor of pre-1600 lifeways.
- Entries must have been finished in the last two (2) years (completed no earlier than 1/1/2021).
- Entries cannot have been previously entered in a Pennsic Arts and Sciences Championship.
- Documentation is considered an intrinsic portion of the entry.
- A cover sheet is required for each entry.
- Cover sheet format to be created by East/Midrealm.
- Required documentation may include any combination of the following formats:
 - Written format
 - Verbal defense
 - Video
 - Graphic
 - Pictorial
 - Other reasonable documentary formats
- Entrants have the right to supplement their documentation between submission by the deadline and Pennsic A&S Competition, subject to other restrictions of this document.
- It is the sole responsibility of the entrant to provide and prepare their own documentation, as well as any equipment (such as a tablet or laptop) which may be necessary to display relevant documentation.

Non-English language documentation:

- Must be submitted by 1 July 2023 so that translators can be found.
- This includes both documentation fully in a language other than English, as well as any significant sections of untranslated text. It is encouraged that entrants provide their own translations, if possible.
- Consideration of a documented oral history or knowledge passed down for generations may be utilized by entrants to justify exploring such a technique/recipe/method/story/song in their final product, as presented to Judges at Pennsic 50 A&S competition.

Competition Categories:

Laurels

- East and Midrealm will enter one entry each from precisely three (3) Members of their respective Orders of the Laurel.

Non-Laurels

- East and Midrealm shall enter one entry each from precisely three (3) of their lawful subjects who are not members of the SCA Order of the Laurel (“Laurel”, “Laurels”).

Allies

- East and Midrealm shall enter one entry each from precisely five (5) of the lawful subjects of their allies.
- Only allied kingdoms who have declared their ally status by 1 July 2023 may compete.
- Allied entrants may participate in this category regardless of their status as a Laurel.

Alternates

- East and Midrealm may prepare to enter one entry each from precisely two (2) of their lawful subjects, and one (1) entry from a third (one additional) named alternate from an allied kingdom. The third alternate must be from a respective Allied Kingdom, and may only participate in the allied category.
- Entrants must be physically present with their entry on the day of the A&S competition and must participate in face-to-face dialogue with the Judges.

Victory Condition: Points based on Rubric

- Each category shall have a single victor, defined as possessing the most adjudicated points at the end of judging.

Ties:

- In the case of a tie, the scores will be re-adjudicated by adding the lowest Judge's score back into the average.
- In the case of a second tie, each side will add in the second highest averaged score and the collective sum of the first and second highest scores on each side will determine the winner.
- In case of third tie, repeat as above, including in the third entrant in that category. If all scores still result in a tie; adjudication between the East and Midrealm's A&S Lt. Generals shall occur on the top entry by each side.

Judges:

General Rules:

- Midrealm and East will each provide two (2) judges from each side for each entry, with a minimum of twenty-three (23) judges each (three of those judges will act as alternates).
- Æthelmearc will provide ten (10) judges (two of those judges will act as alternates).
- East and Midrealm should each have a pool of at least three (3) alternate judges, and Æthelmearc should have at least two (2) alternate judges.
- Ideally no judge should be scheduled to judge more than two (2) entries.
- A roster of judges shall be maintained by each General, and shall be made freely available following the judges' selection deadline of 24 June 2023.
- Alterations to the roster must be reported to both Generals promptly.
- Conflict of Interest between a Judge and Entrant is unacceptable. Both Judges and Entrants have a responsibility to discuss and to explain any potential conflicts, upon request, as well as to make the A&S Competition Staff or a General know of any conflict.

Examples of Conflicts of Interest include but are not limited to:

- Current and former formal SCA student/teacher relationships
- Current or former cohabitation
- Current sexual or romantic relationships
- Current or former business relations
- Any other powerful social ties which make just and fair scoring difficult, or create the appearance of partiality.

Selection of Judges:

- Judges shall be selected based on appropriate overall knowledge of the Arts and Sciences; their ability to read, understand, and justly apply the appropriate scoring rubric, and they shall possess adequate subject matter expertise in the area of the entry for which they have been primarily assigned.
- Judges for the Laurel category must have a Grant-level Arts & Sciences award, unless mutually agreed upon by both Lt. Generals. No other A&S award requirements apply for any other category.

Role of Judges:

- Judges are to read the provided documentation prior to Pennsic as well as discuss with the entrant their entry and documentation during their assigned Judging session in order to provide a score based on the provided Rubric, free of undue influence or conflict of interest.
- Each Judge shall submit their scores to the Generals' Staff table for calculation as soon as possible after

their judging session.

Judges shall:

- To the best of their ability, apply the correct rubric as written to their assigned entry.
- Attend training (hosted jointly by East and Midrealm) which will be offered online at least twice prior to Pennsic (and will also be available online) and Monday or Tuesday of War Week as an optional session as requested for last minute Evaluator substitutions.
- Work constructively with entrants to determine the appropriate score.
- Allow the entrant time and space for entrants to freely answer questions and provide additional information.
- Maintain a professional demeanor when discussing the entrant's body of work, research, and documentation.
- Ask questions which allow the entrant the opportunity to display any missing or faulty aspects of their entry or documentation.
- Give feedback to the entrant on ways they can improve or elevate their work.

Replacing Judges:

- Judges who withdraw prior to Pennsic should be replaced as soon as possible, and a replacement judge will be named by the corresponding general promptly. The new judge shall be provided with all currently available materials, including available documentation.
- By agreement of both Generals any judge may be removed for any reason or no reason and a replacement judge will be assigned, either new or from the existing pool of judges, to replace a judge who has withdrawn or been removed after the start of Pennsic War.
- By agreement of both Generals, any judge may be removed or replaced at any time.
- East and Midrealm should each have a pool of at least three (3) alternate judges, and Æthelmearc should have at least two (2) alternate judges.

Judges Training:

- East and Midrealm will host required judges training at least twice prior to Pennsic (and make it available online) and Monday or Tuesday of War Week as an optional session for last minute Judge substitutions.
- Rubrics:
- Rubrics for Made Objects, Performance, Food & Beverage, and Research will be agreed upon by the East and Midrealm no later than 7 April 2023 to allow adequate time for Entrants to update their documentation before the Documentation deadline.
- Judges training classes will be offered online by a joint effort of the Midrealm and East, all judges and alternates must attend at least one (1) class before judging the entrant.

Scoring:

- Each Judge shall submit their scores to the Generals' Staff table for calculation as soon as possible after their judging session.
- Official calculations shall be performed by the Generals' Staff.
- An unweighted average of scores, after striking the lowest score, will be utilized to calculate the entrant's final score.

Schedule

Staff Set up - 8:00 - 9:00 am
Entrant Set - 9:00 - 9:30 am
Judges and entrants meeting - 9:30 - 10:00 am
 Round 1 - 10:00 - 11:00 am
 Round 2 - 11:15 am - 12:15 pm
Lunch - 12:15 - 1:00 pm
 Round 3 - 1:00 - 2:00 pm
 Round 4 - 2:15 - 3:15 pm
Announcements - 3:30 - 4:00 pm
Clean Up - 4:00 - 5:00 pm

FRIDAY, August 11, 2023

10:00 AM Battle of the River Seine (combined scenario)

Field Layout: (See map following battle description)

General Rules:

- Coin flip will determine who attacks first. East is heads, Midrealm is tails.
- There will be a 20 minute break between each timed section of the battle to allow people to change armor, hydrate, and for the field to be cleared of ammunition from projectile weapons and other debris.
- All holds will be general *and will stop the clock*.

Start of Battle:

- The attacking army's Siege engines start the scenario (armored)
- Attacking army may advance after siege engines have hit 3 targets (broken down the wall) in the southern area of the field OR after 5 minutes has elapsed.
- Each target needs to be hit one time.

Armored:

- Siege is only allowed for the attacking army.
- Combat archery is allowed in this battle.
- Attackers must start on or behind the starting line at the southern boundary of the field.
- Defenders may deploy anywhere on the field north of the first (southernmost) flag but may not stand in front of any siege target.
- Defenders who are hit by siege fire before the armored advance begins (before siege targets are hit or 5 minute limit has elapsed) must resurrect.
- The attackers must capture the flags in order from south to north.
- A flag that has been captured cannot be re-taken by defenders.
- Time stops when all flags have been captured.

Rapier:

- Defenders may have rubber band guns. Attackers may not.
- Attackers must start on or behind the starting line in front of the fort.
- Defenders may deploy anywhere on the field south of the first (northernmost) flag.
- The attackers must capture the flags in order from north to south.
- A flag that has been captured cannot be re-taken by defenders.
- Time stops when all flags have been captured.

Projectile Weapon Rules:

Combat Archery and Siege:

- No combat archery ammunition will be re-inspected between battles.
- Only Combat Archery tubular arrows/bolts may be gleaned.
- No siege ammunition may be gleaned.
- Shots into the building do not count.
- Siege engines may not move forward beyond the deployment line.

Rubber Band Guns:

- No gleaning
- Only defenders have RBGs
- Weapons and rigid parry objects are immune to gunfire
- RBGs cannot be discarded on the field when empty

Resurrection Rules:

Armored:

- Attackers have unlimited resurrection for the duration of the battle.
- Defenders have unlimited resurrection until 3 flags are taken OR until 15 minutes have elapsed.
- A general hold will be called when defender's resurrection is closed.
- Attackers may resurrect from their starting line at the southern boundary of the field.

Attackers may also resurrect at any flag that they have successfully captured.
 Defenders may only ever resurrect at their resurrection point in front of the fort.

Rapier:

Attackers have unlimited resurrection for the duration of the battle.

Defenders have unlimited resurrection until 3 flags are taken OR until 15 minutes have elapsed.

A general hold will be called when defender's resurrection is closed.

Attackers may resurrect from their starting line in front of the fort

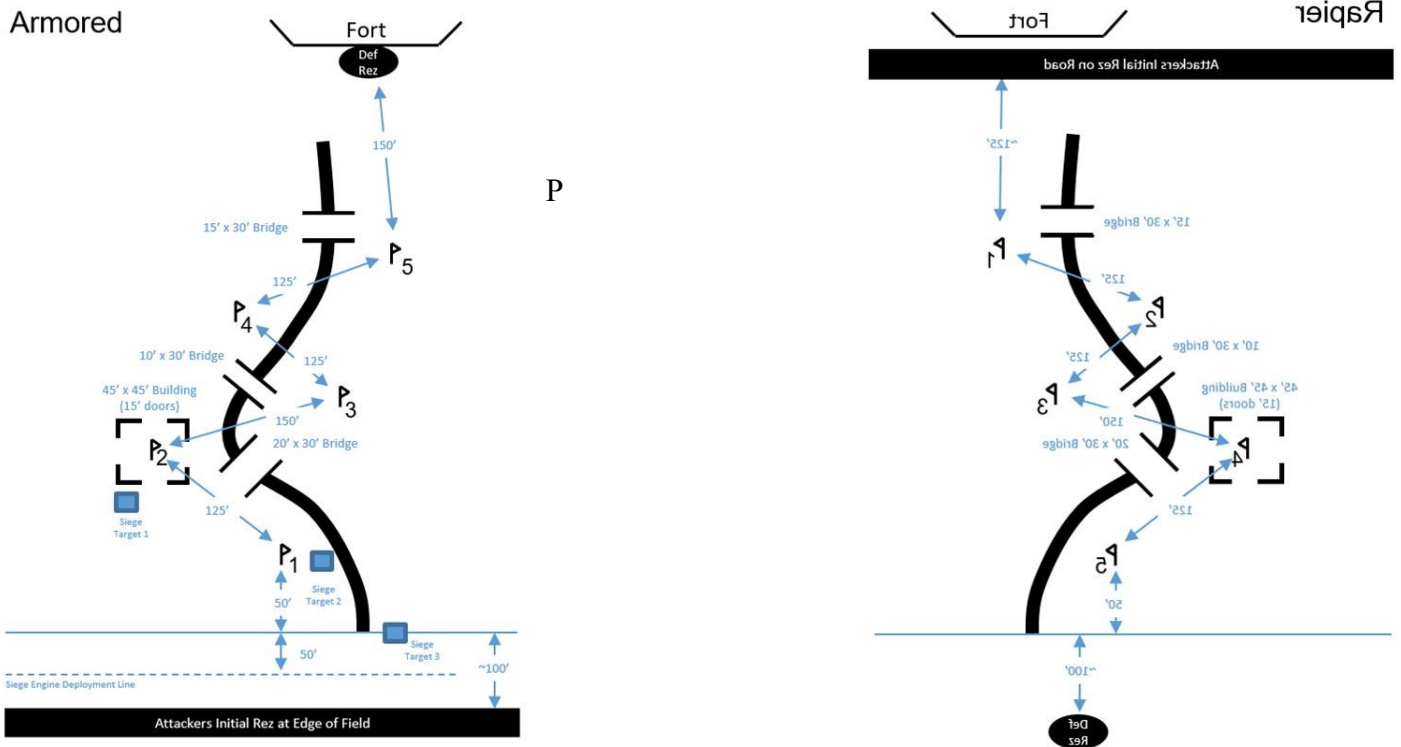
Attackers may also resurrect at any flag that they have successfully captured.

Defenders may only ever resurrect at their resurrection point at the southern boundary of the field.

Victory Condition: Best attack time

The army to capture all of the flags fastest will claim victory.

Siege attack time, armored attack time and rapier attack times will be combined to determine the overall winner.



POPULACE Competitions

- Populace Archery Shoot
- Targets/Range Setup:

Castle Clout Shoot:

- The target is a simulated castle turret.
- 27 ft x 27 ft square set 100 yards from the line.
- There will be a moat monster protecting the castle in front at about 50 yards.

Advancing Soldier Shoot:

- Targets set at 15 yards, 35 yards, 45 yards, and 55 yards.

Castle Window Shoot:

- Target is an object inside the castle window.
- Castle window will be set between 25 and 35 yards.

- The Castle Window will be at least 8 inches wide by 36 inches tall.

General Rules:

- 3 separate shoots.
- Total number of points earned by archers will be tallied daily for each shoot.
- Scores will be tallied each day and posted in the Marshals Tent.
- Any member of the populace may participate.
- Individuals may have their points tallied for 5 total passes at each shoot which can be done all at once or over multiple days.
- Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.

Competition:

Castle Clout Shoot:

- Untimed.
- Archers will shoot at about 100 yards into the castle turret.
- Archers are allowed to shoot 6 arrows or bolts.

Scoring for this shoot is as follows:

- 1 point for inside the moat
- 2 points for hitting the moat monster
- 3 points for inside the castle
- 4 points for hitting objects inside the castle.

Advancing Soldier Shoot:

- Untimed.
- Targets set at 15 yards, 35 yards, 45 yards, and 55 yards.
- Archers are allowed to shoot 6 arrows or bolts at the invading soldiers.

Any arrow or bolt hitting the painted portion of the target scores as follows:

- 1 point for the 15-yard target
- 2 points for the 35-yard target
- 3 points for the 45-yard target
- 4 points for the 55-yard target

Castle Window Shoot:

- Untimed.
- Target is an object inside the castle window.
- Archers are allowed to shoot 6 arrows or bolts at the castle window.

Scoring will be as follows:

- 1 point for each arrow or bolt inside the castle window
- 2 points for each arrow or bolt inside the object in the castle window

Victory Condition: Overall points scored for each Shoot

Populace Thrown Weapons

Targets/Range Setup:

- 1 target each for Axe, Knife, and Spear

General Rules:

- 2 weapons are allowed at each target.
- Any member of the populace may participate
- Individuals may have their points tallied for 5 total passes which can be done all at once or over multiple days.
- Total number of points earned by throwers will be tallied daily for each shoot.
- Scores will be tallied each day and posted in the Marshals Tent.

Competition:

- A single pass consists of 1 target each for Axe, Knife, and Spear.
- Up to 4 throws with each weapon form.

Scoring will be as follows:

- 5 points for the center of the target; 3 points for the middle ring; 1 point for a stick anywhere else.
- For spear, 5 points for the top hay bale; 3 for the middle (or second from the top if there are 4 in the stack); and 1 point if it sticks anywhere else

Victory Condition: Overall points scored for each Shoot**Service Challenge:****Sunday through Thursday of War Week**

- Will be reported by the volunteers in charge of the volunteer points at the end of each day via a google sheet

Service Categories/places to log hours that count towards the challenge:

- Marshal Point
- Watch
- Herald Point
- Youth Point
- Archery Range
- Thrown Range
- Information Point
- Troll
- Lost & Found

Cultural Affairs

Deputy Mayor for Cultural Affairs (Dame Helena Sibylla, OP)

Welcome to the world of Cultural Affairs at Pennsic War! The staff of the Cultural Affairs department are pleased to present a wide variety of arts and sciences for your enjoyment and participation. We have everything from cooking and sewing to dance and drama, music, astronomy, hands-on learning, and amazing displays of craft. We are proud to be able to offer the best of the Known World's teachers, performers, and artisans. Please make note of the activities and schedules available in the following pages and give yourself time to take advantage of the opportunities offered here.

I would also like to take a moment to offer my sincere thanks to the Cultural Affairs staff. It is the work provided by these good individuals that make our activities the best they can be! Cultural Affairs is very much a team effort, and we are always searching for new members. If you think you would like to join the Cultural Affairs staff or have suggestions about how to make Cultural Affairs bigger, better, and more fun, come see us! Visit University Point to meet the folks there, share ideas, and seek introductions to the staff of various other areas. The Point is also a great place to volunteer and learn a little bit of what Cultural Affairs is all about!

We look forward to seeing you and hope that your Pennsic experience is full of interesting and wonderful activities

Dame Helena Sibylla, OP
Deputy Mayor for Cultural Affairs

Period Games

Dean of the School of Games (Lord Aldred æt Aclum)

We will be open TBA, through TBA. The tent opens daily at 10:00 am and the first class starts at 11:00 am. Games and classes continue throughout the day, with the tent closing at either 5 pm or 8:00 pm, check the schedule for more details. All are welcome to stop by anytime to play. We will also be holding various tournaments with a prize for each winner!

The Games Tent is located in the Pennsic University block, next to the Dance Tent and facing Chandler's Way.

Volunteer

If you would like to volunteer to help with running the games tent, stop by and talk with the staff.

We are excited to bring you a Pennsic full of:

Amazing, talented, new and returning performers – Actors, Musicians, Storytellers, and more
A plethora of classes and events in Theater, Commedia, Foolery, Juggling, European Music, Choirs, Instrumental Ensembles, Storytelling, various Bardic forms, and so much more.
The “Performing Arts Afternoon Series,” highlighting a different form of the performing arts each day
Thank you to all performers, event organizers, and teachers volunteering to share your talents and passion for the performing arts with the Pennsic populace. We encourage a wide variety of performances and events, reflecting the Medieval and Renaissance periods, and peoples and cultures those periods encompass, as well as performances which celebrate the unique history, culture, and traditions of our Society.

Lady Scholastica Joycors

Schedule of Performances

Online: You can use the Thing to look up performances and create your own personal calendar of events you want to attend.

Pennsic Performing Arts

Dean of the College of Performing Arts (Lady Scholastica Joycors)

At Pennsic: The schedule of Performing Arts events will be listed in the Pennsic Event Guide. Any changes to the schedule will be listed daily on the Performing Arts marquee and in the Pennsic Independent newspaper.

Performers: We are still accepting performance requests, in case of any late or emergency cancellations. Please contact the Dean for more information.

Performance Venues

Performers can be found at our two dedicated performance spaces:

The Performing Arts Tent has facilities for performers, including a stage, lighting, and backstage area, as well as a generous audience seating area under a fully covered tent. Location: within the Pennsic University (block N04), near the corner of Kurdson Way and Chandler's Road (see map).

The Performing Arts Amphitheater is an open-air venue for daylight and early evening performances. Bring your own seating or a blanket, and enjoy entertainment at the stage down on the green. Location: behind the bathhouse, across from the Cooper's Store (see map). There are three entrances: from the Great Middle Highway (across from Midrealm Royal), from the Low Road behind the bathhouse (walk past the shower entrance), and a third, slightly flatter path down the hill beyond the merchants by the large willow tree.



In case of rain, Amphitheater performances may be moved to the expanded Performing Arts Rehearsal & Class Tent. It is near the Amphitheater, and labelled "**PA Rehearsal & Class Tent**" on the map.

The Pennsic University Staff and Performing Arts staff kindly request that:

- Attendees do not block the paths to the University Tents while viewing performances.
- If you take chairs from surrounding class tents to view a performance, please put them back afterwards.
- Smokers - please step 20 feet away from any tent.
- Dispose of litter in lined trash cans around the Commons.
- For performers' safety, no flash photography.
- Please do not place video cameras on, behind, or around the staff light table.

We thank you for your consideration!

For Performers

To request space and time for Performances / Rehearsals / Events

Please read the Performing Arts Policies. You can also check to see what Performing Arts events are already on the schedule to avoid conflicts.

April 25th is the deadline to submit requests for performances, events, rehearsals, and/or auditions in the Performing Arts Tent, Rehearsal and Class Tent or the Amphitheater. Please contact Performing Arts.

Any requests received after April 25th will be considered on a contingency basis in case of late or emergency cancellation of a scheduled performer. These performances will appear in the online and other on-site schedules, but not in the site book.

Performance Styles

We encourage a wide variety of performances and events, but they should be consistent with the time period and the interests of the Society for Creative Anachronism – specifically the Medieval and Renaissance periods and the peoples and cultures those periods encompass. The exceptions are those performances which reflect specific aspects of our Society – its background, history, culture and traditions.

Performances that are blatantly modern in subject matter, music, costuming, scenery, and instrumentation are not appropriate for performance at the Pennsic War.

Thank you for volunteering to share your talent and your passion for the performing arts with the Pennsic populace!

Volunteers Needed!

Pennsic War would not run without its volunteers, and the Performing Arts are no exception to that rule.

Please see our staff at the Performing Arts Tent, or stop by the Volunteer Office to sign up.

We are always seeking volunteers in five areas:

Performing Arts Set-up – Monday through Wednesday of Peace Week, we build the stage, hang curtains, rig house and backstage lights, and set up the chairs. This starts at about 9:00 am each day and continues until we are done. Come help us make the tent into a theater worthy of the name! Bring your cordless drills. We also set up the Amphitheater and the Performing Arts Rehearsal Tent and work on special projects.

Tent Openers/Closers – Most activities at the Performing Arts Tent begin around 8:00 am and end after the final show of the evening. We need help each morning around 8:00 am to help open up our walls. If you are an early riser and your camp is not, have we got a job for you! Are you a night owl instead? Help us drop walls, straighten chairs, and clear the tent at the end of the night after the final performance, often

around 11:00 pm.

Water Bearing – The Performing Arts Tent has two water coolers for the convenience of performers and audiences. These often need to be filled twice every day. If you want to volunteer and only have 10-15 minutes to do so, we can use your help.

Light Table Helper / Usher– Sit at the light board table during shows, assist in bringing up stage lights and house lights as needed, help communications run smoothly between front of house and backstage, assist patrons in finding seats, and announce shows as needed. Split shifts are available. You have the best seats in the house!

Performing Arts Strike – Friday night of War week, after the final scheduled performance, we break down and store everything. Again, bring your cordless drills. Friday afternoon we also break down the Amphitheater and the Performing Arts Rehearsal & Class Tent.

To volunteer, please contact Performing Arts for more information and the most up-to-date signup sheets.

Performing Arts Policies

Artists, event organizers, and teachers who do not abide by these policies are putting this year's activities in danger of on-site cancellation as well as consideration for scheduling in future years.

The Performing Arts Spaces are subject to the Pennsic University **Tent Use Policies**.

Performers, Teachers, and Event Coordinators wishing to use the Town Crier Boards for posters or announcements, please read the Town Crier Guidelines. Strongly Recommended - have signs pre-approved. Contact the Town Criers.

Only performances, events, rehearsals, and classes officially registered with Pennsic Performing Arts and following the rules and regulations are posted in the online and onsite schedules.

No open flames shall be used in classes, performances, or demonstrations in any Performing Arts Venue at Pennsic War.

Be considerate and courteous to fellow performing groups, fellow instructors, as well as the other Pennsic departments and their staff who interact with Performing Arts. Reports of discourtesy will be taken under consideration for future performance scheduling.

Performance Assessment. If you are fortunate enough to be granted a slot to perform, you are required to provide a form of service. That entails providing one hour for each person in your performance, i.e., if you have three (3) people in your show, then the total of hours for your one-hour performance is three (3) hours. That can be accomplished by 3 people giving one hour each or one person giving three (3) hours. A sign-up form is emailed to each group to signup for volunteer hours. The types of service can be physical, as in the set-up or striking of the set, filling water for the tent, or working at the back table during the show. We can't make this dream work without your volunteer hours. Should you not fulfill your performance assessment, it will affect whether you will get a performance slot the following year. If you are unable to help or find others to sign in for you due to Pennsic travel schedules or physical challenges, please contact the Dean of Performing Arts for alternate volunteer arrangements.

Please request ample time to set-up and to strike your performance, event, or class. Your reserved time in performing arts spaces must include these activities.

Performing Arts facilities have to run on schedule, for the enjoyment of all. Please respect your allotted time limits. Rehearsals, Events, Classes, and Performances that attempt to start early or run beyond their scheduled time will be shut down and your chances of returning to Performing Arts spaces in the future will be greatly diminished.

Your group must leave the stages, seating area, and backstage clean, tidy, and ready for the next performance group to use. Failure to fully clean up after your class, rehearsals, event, or performance will result in a decreased chance of using the space in the future.

Any damage to tent, stage, curtains, or other Pennsic Performing Arts properties may result in a monetary fine to the performer or performance group and possible temporary suspension or permanent exclusion of future performances or events.

There is no parking of vehicles around the Performing Arts spaces during performances. If your equipment cannot be carried you may have it dropped off during your setup time, but the vehicle must be moved be-

fore your performance begins. Vehicles cannot be used as a power source for amplifiers or other equipment. Vehicles left parked at the Performing Arts Tent or Amphitheater outside of your setup time will be reported to The Watch.

The Performing Arts Tent does not provide access to electricity. The outlets at the Performing Arts Tent are solely for the use of the Performing Arts staff and Pennsic War operations. Anything else found plugged in will be turned over to Lost and Found.

No microphones, speakers, or sound system are provided by Pennsic Performing Arts. The electricity that runs to the tent is not available to performers or guests, and is not available to use for video cameras, recording equipment, battery chargers, or other electric equipment of any kind.

If your event requires use of microphones, amplifiers, or "canned music" through speakers, please email the Dean of the College of Performing Arts, or indicate that you need a tech rehearsal and sound check when you fill in the Performing Arts performance request form. Exceeding sound levels set during tech check during performance could result in being shut down and your chances of returning to Performing Arts spaces in the future will be greatly diminished.

If an acoustic instrument needs amplification, or if you are using "canned music" you are welcome to use battery or generator-operated sound equipment, which you provide. The volume must be kept at a reasonable and courteous level for the time of day, and all evidence of modern amplification must be fully hidden from the audience's view.

The use of fully modern electronic instruments such as keyboards, electric guitars, or basses are not allowed. Amplified acoustic instruments are acceptable within the above terms.

Sales of CDs or other merchandise, and other soliciting, is strictly prohibited inside the Performing Arts venues and Pennsic University Blocks. "Passing the hat" is also prohibited. You may contract with a merchant to sell your merchandise for you in the marketplace spaces, or register as a Pennsic merchant yourself, if you have merchandise to sell.

There are no "traditional time slots" in the Performing Arts Tent. Be specific in asking for your date and time and please prepare to be flexible. Each request will be considered based on the following criteria:

How period or SCA relevant is the activity? Does it reflect the goals of the SCA – to research and re-create the various cultures of the Middle Ages and Renaissance? Does it contribute positively to SCA culture through original works, compositions, and yes, filks and satires?

How inclusive is the activity? Is it open to anyone who wishes to perform or is it a small group of performers or solo act?

Did you submit an incomplete form? Incomplete requests will fall to the bottom of the pile automatically. We have many requests to process. Incomplete forms will delay or prohibit processing your request.

How well have you followed these policies in the past? Performers and event coordinators who fail to meet volunteer requirements or who have disregarded the policies of Performing Arts in the past will be given the least amount of consideration for a time slot on the stages.

What is the Known World Choir?

The Known World Choir (KWC) is a group of people from across the Kingdoms of the SCA who love to sing a cappella choral music from the Middle Ages and Renaissance. Singers gather, rehearse, and perform at

Known World Choirs

major SCA wars like Lilies, Gulf wars, and Pennsic
The Known World Choirs at Pennsic are also known as the Pennsic Choirs.

The Pennsic Choirs

Known World Choir Director – THL Siri Toivosdotter

The Pennsic Choir has a decades-long tradition of performing medieval and renaissance choral music at the Pennsic War. In recent years it has expanded into four Pennsic Choirs, each with its own director. Directorship changes each year.

The choirs perform a joint concert on Thursday, August 6, in the Performing Arts Tent. Warmup is at 6:00 pm at the European Dance Tent; the performances begin at 6:30 pm in the following order: Children's Choir, Youth Choir, Chorulus Pennsicus, Pennsic Choir.

Most rehearsals take place in the Performing Arts Rehearsal & Class Tent, located next to the Amphitheater. For detailed information on all four Pennsic Choirs, including directors' contact information as well as down-

loadable sheet music and audio files for practicing, visit the Known World Choir website. The Pennsic Choir is an open choir for anyone able to attend a 2-hour daily rehearsal and sing moderately complex choral music.

There is no audition, and participants do not need to know how to sight-sing.

If you would like to sing with the Pennsic Choir, please pre-register. Pre-registration is not required, but is appreciated since it helps the director to plan.

All music is posted on the Known World Choir website, in the form of both sheet music and audio files, for singers to practice on their own.

Rehearsals: 10AM-Noon from Thursday, Aug 4 through Wednesday, August 10th at the Performing Arts Rehearsal Tent, or PARC, which is by the Amphitheatre. Dress Rehearsal is on Thursday, August 11th and the Concert is that evening.

Chorulus Pennsicus

Chorulus Pennsicus Director – Mistress Arianna Morgan

Chorulus Pennsicus is an audition-based choir of 8-20 voices, which performs more complex and challenging music than the full Pennsic Choir.

To participate, you must audition for the director, which can be done via audio/video or in person at Pennsic. See the Known World Choir website for more information.

Unlike the other three choirs, Chorulus Pennsicus rehearses in a private camp on the Serengeti.

Rehearsals: Rehearsals: 4:00 – 5:00 pm (some days will be from 4:15 to 5:30) from Saturday August 6th through Wednesday August 10th. Dress Rehearsal is on Thursday, August 11th and the Concert is that evening.

Auditions for next year's Chorulus Pennsicus will be held on Monday, August 8th from 12:30 to 2pm in the Battelfield University Tent.

The Pennsic Youth Choir

Youth Choir Director – Lady Cynthia Anne of Silver Lakes

The Pennsic Youth Choir is an open choir for children ages 12-19 who can attend a one-hour daily rehearsal.

The Youth Choir performs rounds and part-songs in 2 or 3 parts.

Rehearsals: Noon-1pm from Saturday, August 6th through Wednesday, August 10th at the Performing Arts Rehearsal Tent, or PARC, which is by the Amphitheatre. Dress Rehearsal is on Thursday, August 6th and the Concert is that evening.

The Pennsic Children's Choir

**Children's Choir Director – Lady Pia Malatesta d'Rimini
Children's Choir Director – Lady Tangwystl verch Gruffydd**

The Pennsic Children's Choir is an open choir for children under age 12 who can focus for a one-hour daily rehearsal. The Children's Choir performs rounds and other songs in 1 or 2 parts.

A parent or other responsible adult (not including the choir director) must attend rehearsals with their children

Rehearsals: 1-2PM from Sunday, August 7th through Wednesday, August 10th at the Performing Arts Rehearsal Tent, or PARC, which is by the Amphitheatre. Dress Rehearsal is on Thursday, August 11th and the Concert is that evening.

Registration (for the Pennsic Choir only)

Please use the on-line form to register by July 24.

After July 24 please see the director at a rehearsal during Pennsic, or inquire at University Point.

If you have any problems using the on-line form, please email the following info to the director:

- SCA Name
- Modern Name
- Mailing Address (Street, City, State/Province, Country, Postal/Zip code)
- Email address
- Kingdom affiliation
- Voice Part 1: first preference
- Voice Part 2: alternate parts you're willing to sing, if any
- Expected date of arrival at Pennsic
- Approximate experience level

MIDDLE EASTERN ARTS

Greetings to all present, Firstly, allow me to introduce myself. Please call me Mika. I'm honored to serve once

Middle Eastern Art & Dance

Dean of the School of Middle Eastern Arts (Mistress Kis Maria
(Mika))

again as your Middle Eastern Coordinator this year for our milestone 50th event. Some of you might recall the early days of Pennsic, while for others, this might be your first event! We're all excited to share knowledge, skills, and time for learning and performing, to renew longstanding friendships, and to forge new connections. Don't hesitate to take a class. Shake off the dust, learn something new, and explore new horizons. If you're interested in teaching, please visit University Point to sign up. Although your class may not appear in the "book," it will be added to the daily schedule.

We kindly ask everyone to comply with the tent usage and youth policies for all classes and activities, whether attending or presenting.

The current policy stipulates that youths aged 12 and above can attend classes in public spaces, including the Middle Eastern tent, without the need for a parent or guardian. However, those under the age of 12 must be accompanied by a responsible adult.

Any individual under the age of 18 must have a responsible adult accompanying them for classes in merchant spaces (including Touch the Earth) or private camps.

Please consult the class description, as some classes are strictly for adults only.

Thank you for everything you do in support of "the dream".

Mistress Mika

Class Listings and Locations

The Middle Eastern Tent is located on the Great Middle Highway, across from Runestone Park.

Middle Eastern activities take place throughout Pennsic: Private Camps, Merchants, Pennsic University, Bog University, the youth tents, and of course the Middle Eastern Tent. **Double-check the class location before coming!**

Some classes may not be listed in the Pennsic Event Guidebook, so please also use the online Pennsic University schedule, and visit University Point to see the updated schedule.

ARTS & SCIENCES DISPLAY

Known World Arts & Sciences Display / Youth Arts & Sciences Display

Arts & Sciences Display

Arts & Sciences Display Coordinator
(Lady Adele Lochlane)

Come and be part of the awesome display of craftsmanship from the Known World!

Pennsic 50 brings the annual display of the talents & knowledge of the Known World's Artisans and Craftspeople. The variety and scope of work are always a wondrous spectacle of artistic talents and scientific skills.

The display is not a competition. Bring your completed items, works-in-progress, research, and discussion material so that you may share, inspire, and enrich our Society. See what others in your field are working on, discover a new passion, make new contacts, and most importantly, have fun!

I look forward to seeing you and your works.

Lady Adele Lochlane

Time and Place

The Arts & Sciences Display will be held on Sunday, August 6th, in the Great Hall across from the European Dance Tent.

11:30 Artisans may set up their entries

1:00 the Display is open to the public

5:00 Break down displays

All objects / displays need to be removed by 5:30.

Please assist with the take down of tables to return the Great Hall to its empty state.

Any display items left behind will be taken to Lost & Found.

Registration:

Online Registration:

Use the online A&S Display form to pre-register.

Online Registration is open until July 27 2023

Registration is limited to 90 entrants

You only need to submit one form, no matter how many items you are displaying

Space will be assigned to those who pre-register in the order they are received.

Registration at Pennsic may be possible, depending on how much table space is still available.

Onsite late sign-up sheets will be available at University Point through 3:00pm Saturday, Aug 5.

Please contact Lady Adele (asdisplay@pennsicwar.org) with any questions.

Youth A&S Display

The Youth Arts & Sciences Display will take place in the Great Hall at the same time as the general display. It will be in a designated area near the entrance of the Hall. Artisans may set up between 11:30 am - 1 pm.

Registration:

Before Pennsic: Register online with the above A&S Display Form. Please note the word Youth in the notes section.

At Pennsic: Come to University Point before 3:00 pm Saturday Aug 5; there will be a Youth A&S Display sign-up sheet.

Documentation sheets will be available at University Point and at the sign-in table during the display.

Display Rules

The display space is divided by Kingdom, allowing the Royalty, Peers, and Populace to see the efforts of their Craftspeople more easily.

Only tables and benches will be provided. Please bring your own chair if you do not want to spend the day sharing a bench.

There is a limit of 6 ft. wide space per person (not per item). If you wish to bring alternative display items (stand, additional table, etc.,) please let me know.

If you have any special requirements of space, please describe it on your registration form, or contact the A&S Display Coordinator.

You are not required to be present with your items. If you can only attend for part of the day, please still bring your items to share. However, please have someone to watch your items when you cannot be there. We cannot watch all the items, and do not take responsibility for them.

Masks will be required

A&S Consultation Tables

The A&S Consultation Table is a chance for artisans to voluntarily request rigorous feedback to help them improve in their art. The focus of this feedback is on extensive research, historical understanding, and exemplary execution. These are all things that are important at A&S Championship competitions but also other activities throughout the Society, such as displays and other personal projects. Even if you never plan to enter A&S competitions you can use this table as an opportunity for feedback.

Artisans: You have the option of signing up for voluntary constructive feedback at the A&S Consultation Tables after you have gone through the registration table. This is in addition to your other A&S Display activ-

ities and is no way required.
 We will visit you at your table to view your display and talk to you. We can also work with you on scheduling a specific time.
 You will not receive a score and there is nothing to win.
 You will have a chance to talk to experienced judges and walk through their thought process as they examine your entry.
 We can give you directed feedback and we can also walk you through example judging rubrics. It depends on what help you are requesting.
 We will attempt to accommodate as many entries as possible.
Consultants: We also welcome volunteer consultants. Want to help? Let us know! You are the ones who are going to help make the A&S Consultation Tables successful.
 We would welcome you for the full four hours; a two-hour shift would also help. Let us know what you can do and we will work with you.
 Never consulted before and want to learn? Let us know. You can be a shadow consultant. We would welcome the company.
 We also hope that this will make the judging experience more constructive and more enjoyable.
 If you are interested in helping, please contact us. (please sign up in advance).

Performing Arts Schedule of Events and Performances Pennsic 50

The Performing Arts Tent is located within the Pennsic University- N04 near the corner of Kurdson Way and Chandler's Road. The Amphitheater and Performing Arts Rehearsal and Class Tent are located behind the bathhouse across from Cooper's Store; Enter from Low Road (behind the bath house, or the merchants near the willow tree) or Great Middle Highway (across from Midrealm Royal). Note: The Amphitheater is a natural setting, bring a blanket, chair, or sit on the ground to enjoy the entertainment down on the green!

Thursday, August 03

AMPHITHEATER

5:00 - 6:00 Iron *Commedia* Performance
 6:30 - 7:30 *i Verdi Confusi*: Peace Week Follies

PERFORMING ARTS TENT

12:00 - 2:00 Readers' Theatre: Rehearsal
 5:00 - 6:00 Zsof and Tommaso Go to War
 6:00 - 7:00 A Sweet Maple Singers Duet
 7:00 - 8:00 The Brendan Show: Favorites Old and New
 8:00 - 9:00 *Dark Woods Ahead*
 9:00 - 10:30 DragonSong Live!

Friday, August 04

PERFORMING ARTS TENT

10:00 - 12:00 Readers' Theatre: Rehearsal
 5:00 - 6:00 The Pennsic Mightier: Improv Comedy Show
 6:00 - 7:00 Whose Cause Is It Anyway Improv Comedy Show
 7:00 - 9:00 Readers' Theatre: *The Reckoning*
 9:00 - 10:00 Ruaidhri's Stories

Saturday, August 05

PERFORMING ARTS TENT

5:00 - 5:30 *Jeu-Parti* Party! Geoffrey, Siobhan, Harps, Voice
 6:00 - 7:00 Duke Moonwulf's Annual Pennsic War 50 Concert
 7:00 - 8:00 Geoffrey of Exeter's Medieval Atmosphere
 8:00 - 9:30 Pip & Wystle: Medieval Music & Ambiance
 9:30 - 11:00 *i Verdi Confusi*: Players' Patchwork Theatre Co

UNIVERSITY-BATTLEFIELD

2:00 - 3:00 Pennsic Youth Choir

Sunday, August 06

AMPHITHEATER

5:00 - 6:00 PA Afternoon Series: The One Act Experience

PERFORMING ARTS TENT

1:00 - 2:00 *i Sebastiani* Closed Rehearsal
 2:00 - 4:00 *PA Afternoon Series*: Shakespeare Open Mic
 4:00 - 5:00 Thomas Bordeaux
 5:00 - 6:00 **Songs of War, Struggle, and Wonder★**
 6:00 - 7:00 The Irish Frau and Friends
 7:00 - 8:00 Surreptitious Whiskey
 8:00 - 9:00 Whiskey Bards Concert
 9:00 - 9:30 Thórvé Sings Songs
 9:30 - 11:00 *i Sebastiani!*

UNIVERSITY-BATTLEFIELD

2:00 - 3:00 Pennsic Youth Choir

Monday, August 07

AMPHITHEATER

12:00 - 2:00	*i Sebastiani's* Closed Rehearsal
3:00 - 4:00	Known World *Capitano* Contest
6:00 - 7:00	Efenwealt Singalong Show
7:00 - 9:00	Whose Line Doth It Be
PERFORMING ARTS TENT	
2:00 - 4:30	*PA Afternoon Series*: Bardic Arts Exhibition
5:00 - 6:00	Songs and Stories with Old Tom
6:00 - 7:00	Twelfth Annual Depressing Song Competition
7:00 - 7:30	St Olga Story
7:30 - 8:00	The Debatable Choir
8:00 - 9:30	Not Your Typical Atlantian Thugs IV
9:30 - 11:00	John Inchingham, Cerian Cantwr, & House Sans Nomen
UNIVERSITY-BATTLEFIELD	
2:00 - 3:00	Pennsic Youth Choir
Tuesday, August 08	
AMPHITHEATER	
2:00 - 08, 4:00	KWP Audition Notice Pennsic 51: *The Reckoning*
6:00 - 7:30	*i Sebastiani!*
7:30 - 8:30	In a Fool's Garden with John Inchingham
PERFORMING ARTS TENT	
10:00 - 11:00	The Foxy Bard
1:00 - 2:30	*PA Afternoon Series*: European Music Expo
2:30 - 4:00	*PA Afternoon Series*: Knowne World Harp Expo
4:30 - 6:00	PA Series: Middle Eastern and World Dance Expo
6:00 - 7:00	*Bed and Breakfast* Do Bardic
7:00 - 8:00	Drake Oranwood: Troubadour Next Door
8:00 - 9:00	Bardic Storm & Friends in Concert!
9:00 - 0:00	*i Genesis!*
UNIVERSITY-BATTLEFIELD	
2:00 - 3:00	Pennsic Youth Choir
Wednesday, August 09	
AMPHITHEATER	
11:00 - 11:45	Children's Crusade, Part One: The Pied Piper
12:00 - 2:00	Theater Slam *Auditions*: Pyramus and Thisbe
PERFORMING ARTS TENT	
3:00 - 5:00	*PA Afternoon Series*: Commedia Experience
5:00 - 6:00	Song Byrds
6:00 - 7:00	*Trio Tramontana*: Music for a Medieval Garden
7:00 - 8:00	Colette the Bard Presents "Song Calls to Song"
8:00 - 9:00	Nutmegs & Ginger's Quaff-tide: Songs for Good Ale
9:00 - 11:00	Bardic Concert: Marian of Heatherdale and Friends
UNIVERSITY-BATTLEFIELD	
2:00 - 3:00	Pennsic Youth Choir
Thursday, August 10	
AMPHITHEATER	
12:00 - 4:00	Iron *Commedia*
4:00 - 5:00	Iron *Commedia* Performance
5:00 - 6:30	Story Time
6:30 - 7:45	*i Verdi Confusi*: War Week Follies
PERFORMING ARTS TENT	
4:30 - 5:00	Lady Melanie de la Tour: Period Songs and Airs
5:00 - 6:00	Nine Is Fine
6:00 - 6:30	Known World Recorder Ensemble Concert
6:30 - 8:00	Known World Choirs Concert
8:00 - 9:00	*Il Titolo Provvisorio*
9:00 - 10:30	*Commedia* All Stars Performance "SCAllion Stew!"
Friday, August 11	
PERFORMING ARTS TENT	
2:00 - 4:00	KWP Audition Notice Pennsic 51: *The Reckoning*
5:00 - 6:00	Youth Theatre Performance
6:00 - 7:00	Youth *Commedia Dell'Arte* Performance
8:00 - 11:00	Known World Players: *Romeo & Juliet*

★ Material may be inappropriate for children under 12